Advanced Dungeons & Dragons®

MYSTARA™

Monstrous Compendium®

Appendix

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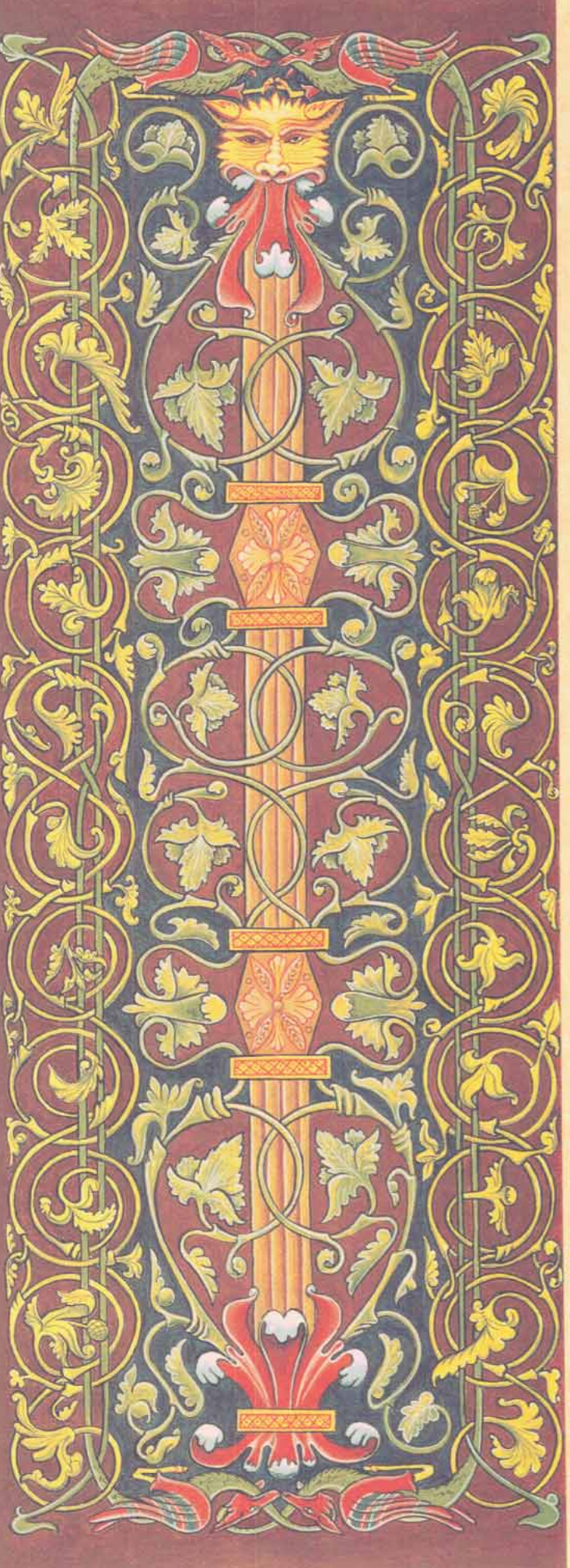

Monstrous Compendium®

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Introduction

This volume holds a host of creatures both wondrous and horrifying. Each is unique to the MYSTARA™ campaign, and presented in AD&D® game terms for the first time ever. Of course, other monsters roam the realm too; Mystara is home to many creatures introduced in the *Monstrous Manual*™ (a compilation of the original MONSTROUS COMPENDIUM® Volumes One and Two, plus other creatures). Further, though Mystara is the "natural habitat" of the creatures in this appendix, most could invade virtually any AD&D game world!

The text below explains the format in which each monster is presented. Thereafter, you'll find tips for making the most of these monsters in play—especially if you're a Dungeon Master (DM) facing experienced adventurers who believe they've "seen it all."

A note to FIRST QUEST™ game players: The descriptions in this appendix assume the reader already owns two hardcover AD&D rulebooks: the *Player's Handbook* and the *DUNGEON MASTER® Guide*. While you'll be able to understand the descriptions of many Mystaran creatures without those books, the deadlier the monster, the more likely it is to boast abilities not covered by the FIRST QUEST game rules.

The Monsters

Each monster description begins with a summary table covering the following details:

CLIMATE/TERRAIN indicates where the creature is most often found. Climates include arctic, subarctic, temperate, subtropical, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert. In some cases, a range is given; for instance, "cold" encompasses arctic, subarctic, and colder temperate regions.

FREQUENCY is the likelihood of encountering a creature in any given area. DMs can adjust these chances for special locations.

Very rare	= 4% chance
Rare	= 11% chance
Uncommon	= 20% chance
Common	= 65% chance

ORGANIZATION describes the general social structure the monster adopts. "Solitary" includes small family groups.

ACTIVITY CYCLE is the time of day when the monster is most active. Light is the key for "nocturnal" creatures; in subterranean settings, they could be encountered anytime. The activity cycle listed is a general guideline and exceptions are fairly common.

DIET explains what the creature usually eats. Carnivores eat meat, herbivores eat plants, and omnivores enjoy a diet that includes both. Scavengers primarily eat carrion. If a monster does not fit any of these categories, the substances it does devour are described in the main text.

INTELLIGENCE is the equivalent of human "IQ." Certain monsters are instinctively cunning in combat, despite a low IQ; such cases are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2–4	Semi-intelligent
5–7	Low intelligence
8–10	Average (human) intelligence
11–12	Very intelligent
13–14	High intelligence
15–16	Exceptional intelligence
17–18	Genius
19–20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables in the *DUNGEON MASTER Guide* (*DMG*). Most treasures are carried by individuals; treasure types appearing in parentheses are typically found in the lair. If individual treasure is indicated, a single monster may carry it (or not, at the DM's discretion).

Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters use any magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found. Treasure should be scaled down if only a few monsters are encountered (fewer than the typical encounter, that is). Large treasures are noted by a multiplier (×10, for example); this should not be confused with treasure type X. Do not use the tables to place dungeon treasures, since the numbers encountered underground will often be much smaller.

ALIGNMENT reflects the common behavior of a typical specimen. Exceptions, though rare, can be expected.

NO. APPEARING indicates an average encounter size for a wilderness encounter. The DM should adjust this number to fit other circumstances, as the need arises. In a dungeon, for example, the number appearing is lower.

Note that some "solitary" creatures are found in small groups. This could mean one of two things. One, the groups are very small family units. Or two, several individuals happen to be in the same place but not as a cooperative group (four alley cats feasting on the same garbage heap do not work as a pack, for example).

ARMOR CLASS represents armor worn by humans and humanoids, as well as a protection due to physical structure or magical nature, and defensive ability due to speed, reflexes, and so forth. Humans and man-sized humanoids that wear armor have an unarmored rating in parentheses. Listed AC does not include any situational bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid rates are often determined by armor type (unarmored rates appear in parentheses). For monsters with special locomotion, additional details are provided. Abbreviations include:

Fl	=	flying
Sw	=	swimming
Br	=	burrowing
Cl	=	climbing
Gl	=	gliding
Wb	=	moving across webs

Notations for flying creatures include a *Maneuverability Class* from A to E. *Class A* creatures have virtually total command over their movements in the air; they can hover, face any direction in a given round, and attack each round. *Class B* creatures are very maneuverable; they can hover, turn 180 degrees in a round, and attack in each round. *Class C* creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round, and attack aerially once every two rounds. *Class D* creatures are somewhat slow; they cannot move less than half their movement rate without falling, can turn only 60 degrees in a round, and they can make one pass every three rounds. *Class E* includes large, clumsy fliers; these cannot move less than half their movement rate without falling, can turn only 30 degrees in a round, and they can make one pass every six rounds. See Chapter 9 of the *DMG* for more information.

Hit Dice is a rating that determines how many hit points a creature can absorb before being killed. Unless otherwise stated, Hit Dice are 8-sided (for 1 to 8 hit points each). To determine an individual creature's total hit points, the DM rolls the Hit Dice listed in the monster description and tallies the result. (For example, a 2 Hit Die monster has 2d8 hit points.) Some monsters have a hit point spread instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (8 to 36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

If the DM does not want randomized hit points, it is easy to calculate average hit points for a monster by multiplying the number of Hit Dice by 4.5 (the average result of an eight-sided die), rounding up. The average hit points of a 4+4 Hit Dice monster, for instance, is 22 ($4.5 \times 4 = 18$, $+4 = 22$). DMs can of course modify these numbers at their discretion; for example, a stronger-than-average 4+4 Hit Dice Monster might boast 25 or 30 hit points.

THAC0 is the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice, except in the case of very large, nonaggressive herbivores (such as some dinosaurs), or creatures that have certain innate combat abilities. A human or demihuman always uses a player character THAC0, regardless of whether they are player characters or "monsters." The THAC0 does not include any special bonuses (such as those due to Strength) noted in the descriptions.

Number of Attacks represents basic attacks the monster can make each melee round, excluding special tactics. Monsters that boast multiple attacks often have several limbs or heads with which to pummel, gouge, or bite opponents.

Damage/Attack shows the amount of damage each basic attack causes. Damage bonuses due to strength are listed as a bonus following the damage range.

Special Attacks detail attack modes such as dragon breath, magic use, etc. These are explained in full in the monster description.

Special Defenses are precisely that, and again are detailed in the monster description.

Magic Resistance is the percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed. Creatures may have resistances to certain spells; this is not considered "magic resistance," which is effective against all spells. A creature with "nil" magic resistance receives any normal saving throw allowed.

Size is abbreviated as follows:

T	=	*tiny (2 ft. tall or less)*
S	=	smaller than a typical human (over 2 ft. to 4 ft.)
M	=	man-sized (over 4 ft. to 7 ft.)
L	=	larger than man-sized (over 7 ft. to 12 ft.)
H	=	huge (over 12 ft. to 25 ft.)
G	=	gargantuan (over 25 ft.)

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated above. For instance, while a 6-foot-tall humanoid is considered size M, a spherical creature 6 feet in diameter has much more mass, so it's considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered only man-sized. Adjustments like these should not move a creature more than one size category in either direction.

Morale is a general rating that indicates how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Ratings correspond to the following ranges:

2–4	Unreliable
5–7	Unsteady
8–10	Average
11–12	Steady
13–14	Elite
15–16	Champion
17–18	Fanatic
19–20	Fearless

XP Value is the number of experience points awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the DM based on the degree of challenge, the encounter situation, and for overall campaign balance.

As noted, the entries above—from Climate/Terrain to XP Value—appear in a "summary table" at the start of each monster page. The text below this table begins with a short introduction describing the monster's appearance and any languages it happens to speak, followed by the sections outlined below:

Combat defines special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals. In some cases, it further describes their lairs (the places they live in), breeding habits, and reproduction rates.

Ecology describes how the monster fits into the campaign world, lists any useful products or byproducts, and presents other miscellaneous information.

Variations of a monster are given in a special section after the main monster entry.

DM Tips: Getting More from Your Monsters

As a DM, do you worry about having too few monsters to keep players on their toes? Certainly, the AD&D game offers a dizzying array of creatures, and you could consult other monster-filled appendices. But consider this: Most action/adventure writers manage with just one monster to pit against their protagonists: other human beings. Even without hundreds of dragon species, writers of novels and screenplays find plenty of ways to entertain their audiences. That's because each human villain varies from the last; they are not cut from the same cloth. By the same principle, with a little innovation and imagination, even mundane monsters can offer a new surprises. The following text offers suggestions for getting maximum adventure from the creatures currently at your fingertips.

Monster Names

The AD&D game rules use standard names for monsters. Much like scientific names in the real world, they define quite precisely what sort of creature is at hand: a green dragon, for example, has specific statistics and abilities.

In the real world, however, many animals and plants go by different names in different areas, even when those areas speak the same language. In one place a flower might be called "hawkweed," and the same flower might be dubbed "Indian paintbrush" in another. Sometimes the name is not accurate (in the sense that the same name might be used for two different things).

This simple twist of names can enhance your fantasy game. As DM, you should keep track of monsters by their standard names (as listed in the rules). But from one place to the next, the same monster may be known by different names; and different monsters might be labeled with the same name.

In the monster entries in this book, numerous creatures are given alternate names. The brain collector, for example, is known on other planes of existence as *Neh-thalggu* (which is thought to be the creature's own name for itself). "Brain Collector" would be the sort of name used by common people of the Prime Material Plane; it describes the monster from a human perspective, in which the monster's unsavory gathering of brains is the primary consideration. Characters who have traveled the planes, however, might call the monsters Neh-thalggu.

Or, imagine the village which calls the local wyvern a "dragon." The villagers have probably never seen a real dragon, but they have heard of them—and in their eyes, the descriptions of dragons match this winged reptile that steals their livestock. If the villagers persuade the player characters to rid them of the "dragon," how will the expectation of a real dragon affect events? Will the heroes attempt to parley with a stupid beast interested only in sheep for dinner each day? Will they expect a great hoard of treasure?

If your players do not know exactly what to expect, the game will be filled with more suspense. Players who are familiar with the rules and monster descriptions will have to be a lot more careful, too.

Another colorful way to use names and monsters is to give individual monsters a proper name and a reputation to match. For example, perhaps the heroes learn of Arkathog the Hungry, an ogre whose name is used to frighten local peasant children who would rather not eat their vegetables. A monster with its own name, and even a reputation, is much more interesting to confront.

Terrain Modifications

Monster descriptions include a note about preferred terrain. You can get more mileage out of the monsters by adapting them to reflect alternate habitats. Some monsters in this appendix are examples of creatures that have been modified for a different terrain: the velya is an aquatic version of the vampire, for example. Since vampires cannot cross running water, a new description was warranted to include appropriate modifications. Other monster descriptions include variant forms whose attacks reflect their terrain. For example, the marine decapus can make more tentacle strikes than the land decapus, because the land decapus must use at least one tentacle to support its body or hang from a tree.

Just because variants have not been provided for different terrain does not mean you cannot make them yourself. In fact, you should. Take a monster and give it white fur and other minor changes and you've created an arctic variety. Take a surface animal or fish and give it pale skin and blind eyes, and you've created a deep cavern version. Give a land monster gills and fins, and an aquatic variant springs into being.

In many cases the changes will be purely "cosmetic": coloration, fur. Sometimes—as with the decapus and velya—more substantial changes are required in order to account for the strategies and special strengths and weaknesses of the creature. In your notes for play, be certain to record such things. Substantial changes in special attacks, defenses, strengths, and vulnerabilities may also affect the XP value of a monster.

Special Twists

Faced with jaded players? Spice up existing monsters with special twists, so they are not what they seem. You can give monsters disguises, unusual appearances, special abilities, tools, weapons, or even the ability to use magic (creating humanoid spellcasters, for example). Look at the entry for agarat in this volume. Essentially, this a ghoul with special twists.

Note that a special variant can be twice as surprising to characters who have already encountered the normal version once or twice.

Unique Monsters

In myth and legend, monsters are often unique. Medusa and Pegasus were individuals in Greek myth, not monster types. Following mythic precedent, you can make up unique monsters of your own or decide that certain published monsters are unique. One monster in this appendix that might, for instance, be unique in your game world is the gray philosopher. Consider the situations:

Option One, not unique: "Here comes a gray philosopher! We pull out our +2 *swords* and attack."

Option Two, unique: "There sits Telarxes the Wicked, pondering the decay and fall of the centuries-gone theocracy he once ruled. . . ."

The latter choice seems much more colorful, does it not? Note that it includes a personal name, following a tip described above. Combining these ideas is a good plan!

Different Interpretations
Many AD&D game monsters are derived from myth, legend, and folklore. These sources are not in agreement about their monsters. Just because the AD&D game adopts one interpretation of a mythical monster does not mean you cannot try others. When you discover different ideas about AD&D monsters, feel free to design your own variants.

Special Tactics and Characterization
Whenever possible, you should devise special tactics or characterization for any monster. Instead of drawing up your dungeon or wilderness and just noting the abbreviated monster statistics, decide how each monster reacts to adventurers. What special tactics might it boast that have allowed it to survive this long—tactics that will make it difficult to defeat? Does it have traps, escape routes, special weapons, or allies? With forethought, even a clever kobold could make for an adventure in itself, as it trips up the designs of the PCs.

Many monster descriptions herein include detailed notes on how these monsters deal with opponents. Do not be constrained to those tactics alone; surprise your players!

Limiting the Cast
The AD&D game puts many monsters at your fingertips, but you don't have to use them *all*. In fact, there are some good reasons why you might prefer to limit the cast of monsters in your own campaign.

A very real danger in running an AD&D game is that, by having such a plethora of beasts, you will ruin the sense of realism in the game. Remember the food pyramid: there are a thousands of plants, plenty of herbivores, and far fewer predators. Fewer still would be creatures that only eat beings high on the food chain (such as humanoids). By this reasoning, the most vicious monsters in your world ought to be the rarest. And they compete fiercely for the limited food supply. This means that the creatures that are not well adapted will succumb to extinction (or at least live in marginal ecosystems, the border areas where they may have some special advantage), while those best adapted will tend to flourish.

Look at the sprackle, a bird described in this appendix. It appeared recently on Mystara, created by magical circumstances. Its *lightning bolt* ability makes it more powerful than the birds that compete for its ecological niche. At the present, there simply are not enough of this new species to go very far, but as sprackles prosper and reproduce, they will spread. In due time they may drive a more "mundane" species of bird into extinction. A DM who does not want the sprackle to become a dominant species could decide that some special vulnerability limits the birds' number—perhaps a virus that does not affect normal birds, or an unusual predator that gains sustenance from the sprackle's inherent magic.

If you limit the range of monsters normally encountered by player characters, you can use the ideas outlined above to make individual encounters more interesting. And, when the PCs meet something unusual (perhaps a monster from another plane, or a creature flourishing in a marginal area or "lost" location), the encounter will have greater impact and significance.

Other Monsters of Mystara

As noted above, many common monsters from the *Monstrous Manual* inhabit Mystara. In some cases, however, the Mystaran name is different. Such "name changes" appear below, with the Mystaran name listed first. For complete information on each monster, see the *Monstrous Manual*.

Beholder, Aquatic: The *Monstrous Manual*'s *eye of the deep* is simply called an aquatic beholder on Mystara.
Blast Spore: The Mystaran blast spore most closely corresponds to a standard AD&D game fungus, the *gas spore*.
Devilfish: This is the Mystaran name for the *ixitxachitl*.
Dragons: Many dragons that inhabit other worlds do not appear on the planet Mystara. For example, the gold dragon is the only metallic variety found here. See the "dragon" entry in this volume for further details.
Haoou: Mystaran *aerial servants* refer to themselves by this name. Mystaran natives usually call them aerial servants.
Hook Beast, Hook Horror: Mystarans see the hook horror and the *umber hulk* as closely related beasts. This may confuse travelers from other worlds; it will not be immediately clear which beast is being described.
Hook Beast, Hulker: The *umber hulk* is called a hulker on Mystara. As mentioned above, the hulker is considered a member of the monster family that includes the hook beast.
Killer Tree: This is the Mystaran *hangman tree* (see "Plant, intelligent" in the *Monstrous Manual*).
Lamara: The monster Mystarans call the lamara would be considered a *lamia noble* elsewhere. (Other lamia varieties are apparently unknown here.)
Mesmer: The mesmer is a Mystaran sea monster that is very similar to the *morkoth;* they share the traits of hypnosis and spell reflection ability. However, the mesmer is an undead creature, and the morkoth is not. Perhaps a group of undead morkoths were stranded on Mystara from another plane, long ago; few visit the ocean depths these monsters claim as home, and fewer still have returned with tales of them.
Nekrozon: The nekrozon is identical to the *catoblepas*. On Mystara, "catoblepas" is considered an archaic term—the sort of thing one reads in crumbling manuscripts but rarely hears in conversation.
Salamander: The salamander described in the *Monstrous Manual* is a creature of flame, appearing within the entry for *"elemental-kin, fire."* The "frost salamander" is a Mystaran creature, so-named because the natives consider it an arctic variant of the flame salamander.
Sphinx: The *Monstrous Manual* includes several subspecies of sphinx. Mystarans know only the two genders corresponding to the *androsphinx* and *gynosphinx* of other worlds. However, Mystarans call both varieties sphinxes (one is simply male, the other female).
Sshai: This is what Mystaran *invisible stalkers* call themselves. Among Mystaran natives, "invisible stalker" is a more common label.
Strangle Vine: This unusual plant is the choke creeper described in the AD&D game under the heading of "plant, dangerous."

Actaeon

Climate/Terrain:	Temperate forest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Very (11–12)
Treasure:	P (B)
Alignment:	Neutral
No. Appearing:	1
Armor Class:	3
Movement:	15
Hit Dice:	11
THAC0:	9
No. of Attacks:	3
Damage/Attack:	1d6+6 (spear)/1d6+6 (spear)/ 2d8 (antlers)
Special Attacks:	Polymorph breath, summoning
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	L (9′ tall)
Morale:	Champion (15)
XP Value:	4,000

A solitary being, the actaeon is a protector and hero among woodland creatures. Some Mystarans call it an "elk centaur" because, like a centaur, its 9-foot-tall body combines human and animal elements. The actaeon has the torso, arms, and facial features of a human, but the antlers and lower legs of an elk. Brown, elklike hide covers its entire body.

Elk centaurs speak their own language and the sylvan woodland tongue. Some also speak Common.

Combat: In combat these creatures are formidable, boasting a number of special tricks and abilities. It is no wonder that other intelligent forest beings regard them with awe.

The actaeon can camouflage itself perfectly (as if *invisible*) in light or dense woods. When angered by the wanton slaying of woodland creatures (or similar vile acts), it springs out of hiding, usually with surprise (opponents suffer a –5 penalty to their surprise rolls).

This fearsome creature attacks with large spears made of wood and bone, and gores enemies with its antlers. Its incredible speed enables it to make two spear attacks per round. Given its massive strength and the great size of the weapons, each spear inflicts 1d6 + 6 points of damage.

A powerful magical breath weapon complements the actaeon's other capabilities. Once per day, it can breathe out a warm, greenish mist, filling a 10 × 10 × 10-foot cube; anyone within it must make a saving throw vs. breath weapon or be *polymorphed* into a common forest creature, taking on the creature's intelligence and habits as well as its looks. ("Common" forest creatures include owls, squirrels, deer, boars, and the like.) This change is permanent unless countered by another *polymorph* spell, or by *dispel magic* cast at 12th level or higher. If the saving throw is successful, the transformation still occurs, but it lasts for only 24 hours. The breath weapon can be used once per day.

Also once per day, the actaeon can *summon woodland creatures* to assist it; 1d6 creatures arrive in 1d4 turns. Choose from the list below or roll 1d6 to determine the creature type at random.

As if the numerous aforementioned powers weren't enough, a few venerable actaeons are druids of up to the 8th level ability, though such individuals are quite rare.

Habitat/Society: Actaeons live alone except during the mating season, which occurs in the spring of every third year. The following autumn, a female gives birth to a single fawn. The fawn remains with her through the winter, learning the basics of survival: how to forage for bark and twigs, how to shape spears and other basic tools, and how to use sharpened sticks and bones to dig edible roots from the ground beneath the snow. Many fawns starve or freeze during their first winter, or fall prey to an attack. Survivors set out on their own come spring, each pursuing its own solitary existence.

Actaeons have an eye for treasure; they collect small hoards in secure, well-hidden locations, such as the hollow trunk of a fallen tree or beneath a rock. As intelligent creatures, they know others also value coins and jewels. Actaeons often trade their riches for tools and—if nature is harsh—for food in the dead of winter.

Ecology: Actaeons belong to the woodland community that includes centaurs, dryads, and similar creatures. Because actaeons are bold and rare, other forest folk consider them heroes. Actaeons sometimes work with druids to preserve the safety of the woods, especially to thwart a serious danger.

Actaeon Woodland Creature Summoning Table

1	boar	4	griffon
2	bear	5	lizard (chameleon)
3	centaur	6	treant

Agarat

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Low (7)
TREASURE:	R (B,T)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 (claw)/1d3 (claw)/1d3 (bite)
SPECIAL ATTACKS:	Scream
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–7' tall)
MORALE:	Fearless (20)
XP VALUE:	975

The agarat is a hideous undead creature that resembles a ghoul—recognizably humanoid, but gaunt and disfigured into a creature of darkness. Its tongue is long and rough, and well adapted to scouring flesh and marrow from bones. Its teeth are long and sharp, and its nails have lengthened and strengthened into claws. An agarat exudes a carrion stench like a ghast, though the ghast's odor is stronger.

While it looks like a ghoul and smells like a ghast, an agarat's *sound* sets it apart. It emits a blood-curdling, energy-draining scream, which is its most powerful weapon in combat.

Combat: This creature lacks the ghoul's fearsome ability to paralyze with its touch. However, the agarat's *scream* is even more powerful. The creature can scream once per turn. All within 20 feet of an agarat must make a successful saving throw vs. spell (adjusted for Wisdom), or suffer a temporary, one-level energy drain.

This effect is generally the same as that caused by other energy-draining undead, such as vampires and spectres, but it lasts only 1d4 turns. After that time has elapsed, surviving characters regain lost levels. The scream effects are cumulative; any creature temporarily drained of all life energy falls unconscious and cannot be awakened for 2d6 turns.

Like most undead, the agarat is immune to *sleep, charm,* and *hold* spells. Further, it can be hit solely by cold iron or magical weapons. An agarat is turned as a spectre.

Agarats often lead packs of ghouls in combat with mortals. While ghoulish claws make direct attacks on tender, living flesh, the agarats hang back and scream. The baleful influence of the agarats prevents the ghouls from being turned unless the result is sufficient to turn the agarats also. The ghouls flee first.

Habitat/Society: Like ghouls, agarats haunt the dark places of death—graveyards, mausoleums, charnel houses, and more gruesome sites, such as the secret burial grounds of massacres. There they feed on rotting corpses. Agarats favor crude strategies to overcome their victims, or to search for carrion on which to feed.

In wilderness areas or ruins, agarats are most often found amongst packs of ghouls (60% chance), with perhaps twice as many ghouls as agarats. Ghasts are sometimes in their company as well (20% chance for 1d4 ghasts).

In any pack, one agarat leads the others. The leader may be the oldest or the strongest—a creature that has cowed others into submission. Should this leader be slain or choose to flee, the others soon follow suit. Any ghouls in their company may not follow, however. Ghouls who stay behind occupy opponents who might otherwise pursue the agarats.

Ecology: Agarats sometimes serve as the henchmen for a more powerful undead creature such as a lich or vampire, which rewards its minions with a steady supply of corpses.

No one knows how these creatures came into being. Fortunately, encounters with agarats are extremely rare now. Histories and chronicles speak of times when many more were seen—close behind wars, disease, and famine. At such times, the graveyards were packed with corpses, the agarat's food.

Greater Agarat

Very rarely encountered, the greater agarat is even more powerful than the common type. It boasts 8+6 Hit Dice, has an Armor Class of 0, and cannot be harmed by weapons of less than +2 enchantment. Its scream drains two levels, it has the paralyzation abilities of a ghast, and all of its attacks inflict 1d6 points of damage. Its carrion stench gives those who fail a saving throw vs. poison a –2 penalty to their attack rolls. A greater agarat has a much higher Intelligence rating than a common agarat (11 to 14). Rumors hold that somewhere exists at least one greater agarat with maximum Intelligence and the powers of a 5th-level wizard.

The greater agarat is turned as a "special" creature.

Any group of 8 agarats is 10% likely to be led by a greater agarat. In this case, the pack also includes 2d12 ghouls and possibly 2d4 ghasts (50% likely).

Ash Crawler

Climate/Terrain:	Arid areas with fire
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2)
Treasure:	See below
Alignment:	Neutral
No. Appearing:	1d6
Armor Class:	6
Movement:	6, Br 6 (ash only)
Hit Dice:	3+1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d2 (bite)
Special Attacks:	Tail, locking jaws, 2 claw attacks (+4 to attack, 1d4 damage each)
Special Defenses:	Resistant to fire
Magic Resistance:	Nil
Size:	S (just over 2' long without tail)
Morale:	Average (10)
XP Value:	270

This peculiar creature always dwells near a permanent source of fire, where it may lie nearly buried in the ash, awaiting the unwary visitor. Its sooty gray skin flakes and sheds weekly in ashlike sheets. Its body measures about 2 feet long from its hog-nosed snout to its rear, followed by a naked tail that is 4 feet long and prehensile.

Combat: An ash crawler gains a +4 bonus to its Armor Class and saving throws when hidden beneath the ash of its territory. It loses this bonus as soon as it is exposed—for example, when it attacks. The creatures are agitated by movement in their ashy lair and by displays of bright colors.

Whenever possible, the creature's "first move" in combat is a special tail swipe. Using its long, prehensile tail, it attempts to snare an opponent, dragging the victim beneath the ash. The tail swipe requires an attack roll, and if successful, a man-sized or smaller victim must succeed in a Dexterity check or fall. Those who fall into the ash suffer a –4 Armor Class penalty and strike at –4. The tail attack cannot be used while the crawler has its jaws locked onto a creature (see below).

Next, an ash crawler bites its victim, locking its jaws into the wound. A successful bite means the creature has effectively attached itself, causing 1d2 points of damage immediately. Each round thereafter the bite-hold inflicts 1 point of damage (no attack roll needed), and the ash crawler attacks with its front claws. An ash crawler only makes claw attacks while attached to a victim; each claw gains a +4 attack bonus and causes 1d4 damage. The creature continues to attack until it suffers 5 points of damage, at which point it releases its grip and must attack again normally, by biting.

An ash crawler's tough hide makes it immune to normal fire. It also gains a +2 bonus to any saving throw against magical fire, and this damage is reduced by 1 point per die of damage (minimum 1 point per die).

Habitat/Society: Ash crawlers favor warm areas with an existing fire source. They dwell in caverns, deserts, and mountains, near places of volcanic activity, or even in human ruins, provided there is a ready source of fire. They always protect the source of fire and attack any invaders. Although their diet consists mainly of smaller animals, ash crawlers have large and sturdy jaws that serve well in defending their lairs.

Ash crawler lairs are carpeted with 2 to 4 feet of fine ash and shed skin through which the creatures can burrow rapidly. Often the lair smells of seared flesh and wood smoke, and the air is hot and difficult to breathe, preventing any swift actions. These creatures dislike water and curl over their fire source to prevent it from being extinguished.

Ash crawlers live alone or in small families, with 1d6 of the beasts sharing one fire source or a group of nearby fires. Treasure in such lairs is rare and incidental: 10% chance of d100 copper, silver, or gold pieces; 5% chance of 1d4 gems or 1d2 jewels (art objects); and 2% chance of 1 magical item.

Ecology: Ash crawlers feed most commonly on rodents, birds, and other small creatures that pass near or fall into the ash. Feasting occurs in the colder months, when many creatures are drawn to an ash crawler's warm lair for shelter.

The flaky hide of the ash crawler may be fashioned into fire resistant clothing. It takes the hides of four ash crawlers to make a suit of protective leather for a halfling, and at least nine for the typical human. Properly tanned and hardened, the leather may serve as leather armor (base AC 8).

Alternately, the hide can be treated to become soft and supple leather. In this case it confers no benefit to Armor Class, but does provide fire protection—and it is usable by classes (like wizards) who are not permitted armor.

The special virtue of ash crawler leather is that it is immune to normal fire, and such fire inflicts 1 fewer point of damage per die. It also grants the wearer a +1 bonus to saving throws vs. magical fire (including breath weapons).

It is very important that the hide be treated properly. A skilled leather-worker or tanner is required; the DM may demand an appropriate nonweapon proficiency check at half the normal chance of success. If improperly prepared, the hide peels away and crumbles to useless ash whenever it is first exposed to flame, or within 1d4 weeks at most.

Baldandar

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	P (B)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 (claw)/1d8 (claw)/1d4 (bite)
SPECIAL ATTACKS:	Illusions, poison bite, spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6'–7' tall)
MORALE:	Elite (14)
XP VALUE:	2,000

In their true form, baldandars are tall, thin humanoids with large heads and glowing, yellow saucer-shaped eyes. However, few adventurers ever see this form, for baldandars are masters of illusion and deception.

These intelligent creatures can learn the language of many other races. They always speak Common, as well as their own tongue (which is incomprehensible to others).

Combat: A baldandar can project illusions up to 240 yards away, affecting all senses. The illusions last as long as the baldandar concentrates, and for one turn after it stops concentrating. During this time, the illusions function and react as if they were real. A baldandar illusion can be used to *veil* the creature (as the 6th-level wizard spell) or as an *advanced illusion* (5th-level spell). Except for duration, both spell effects function as though created by a 15th-level caster.

A baldandar usually appears either as a high-level human wizard (using spell-like illusions) or as a large dragon (using illusory breath weapons). Each victim of the illusory spell or breath will be affected by the attack as if it were real, unless a saving throw vs. spell is made with a –4 penalty to the roll. If successful, the illusion is recognized as such, and has no effect.

If cornered, a baldandar attacks with two claws (1d8 damage each) and its poisonous bite (1d4 damage). The victim of a bite attack must make a saving throw vs. poison with a –4 penalty, or fall asleep for 1d4 turns.

At will, a baldandar can become *invisible* and *fly*. Once per day, it can cast the following spells: *polymorph self, polymorph other, magic jar,* and *confusion.*

Habitat/Society: Baldandars are lonely, wicked creatures. Their illusions are subtle, even brilliant, and show a careful attention to detail. However, while they can mimic an amiable being's manner, just below that exterior lurks their own vicious and antisocial disposition. This is one factor contributing to the extreme scarcity of the species. It may not be long before the baldandar vanishes.

Mating is a rare event for these humanoids, occurring at best once in a decade. (Fortunately for the species, baldandars have long life spans; 100 or 150 years is not an uncommon age.) The gestation period is very long (12 months on average), after which a female gives birth to a single whelp.

The hormones involved with reproduction sway the female's behavior (effectively making her neutral in alignment). She nurtures the offspring for as long as a year, showing it the rudiments of hunting and survival. After the hormonal tide has ebbed, however, the female abandons the whelp (which is, by that time, about half the size of a grown adult).

A few baldandars join the company of other humanoids, such as orcs or hill giants. Such a baldandar assumes the appearance of its companions. Using its superior intelligence and magical skills, the baldandar may even achieve leadership among the humanoids and, perhaps what it values most, fearful admiration. Still, owing to its hidden nature, the leader never forms deep bonds with these "friends."

Baldandars desire and collect valuables of all kinds, especially magic. They employ their magical items to further their own ends whenever possible.

Ecology: The baldandar is a carnivore. Its ability to project illusions is a great asset when it comes to hunting animals for food. Animals may, by sight and sound and smell, be driven toward the place where the hungry baldandar lies in wait. The baldandar, invisible (and its scent hidden by illusion), bites the terrified prey. The prey falls asleep, and the baldandar feasts at its leisure.

In the lands of humans and other humanoid creatures, baldandars may operate differently. They often have private goals and ambitions, and will use their abilities to gain positions of influence and power. If, however, some tasty human delicacy stumbles into their plots, so much the better, for baldandars go to great lengths in devising illusions to deal with human prey.

Bargda

CLIMATE/TERRAIN:	Any subterranean or wilderness
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	O, R (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4d4 (club)/1d10 (bite)
SPECIAL ATTACKS:	Diseased bite
SPECIAL DEFENSES:	Hideousness
MAGIC RESISTANCE:	Nil
SIZE:	L (9′ tall)
MORALE:	Champion (16)
XP VALUE:	4,000

Though the link is weak, bargdas are related to minotaurs. Bargdas are stronger and far more disgusting, however, for they have been cursed with a horrible putrefying disease. Their bent and twisted bodies stand an impressive 9 feet tall, and they have distorted ram heads with sickly green eyes.

While bargdas may speak Common (50%), the words are often so slurred and garbled that only other bargdas can understand them.

Combat: So hideous is this creature that humans and demihumans viewing it must make a saving throw vs. spell or suffer a –2 penalty to both attack and damage rolls.

A bargda attacks with a large, iron-shod wooden club (with which it inflicts 4d4 points of damage) and with its vicious bite. Victims of this bite suffer not only 1d10 points of damage, but also must make a saving throw vs. poison or be stricken with a debilitating disease. The disease affects reflexes, slowing victims and causing them to lose initiative automatically in every round until the disease is cured. In addition, the disease results in the loss of 1 point of Dexterity per hour, to a minimum Dexterity of 3. A *cure disease* spell negates the effects of the disease, with lost Dexterity points returning at the rate of 1 point per day.

Habitat/Society: Bargdas live in dark, dismal caves, emerging only to raid isolated settlements. They dwell either singly or in small groups, which include either a mated pair or a small family. A female gives birth to a litter of 4 to 8 about every two years. Offspring are born with the bargda's disease. Only the hardiest youngsters survive, and even fewer live long enough to propagate the species; most offspring die before they learn to walk. Young bargdas stay with the family until about the age of 15.

Bargdas hate all living creatures except ogres, trolls, and hill giants, which they dominate and force to do their bidding. Often, bargdas lead these creatures on raids against human and demihuman settlements. Any encounter with bargdas in settled lands is 90% likely to include 2d12 ogres, trolls, or hill giants. (The DM can select one of the three at random, or make the raiding party a mix of them all.)

Treasure is valued by the bargdas, and hoarded avariciously. They not only regard it as a symbol of prestige and power (it shows how many successful raids a bargda has led), but they also recognize its value in swaying other intelligent creatures. If a bargda is threatened in its lair, and the battle seems hopeless, it may bargain with its treasure to escape with its life. Bargdas are smart enough to hide their treasure well.

Ecology: These creatures are omnivores, eating anything from fungi to furry mammals. They cannot digest most food in its natural state, however. Whether plant or animal, the food must first be infected with a special enzyme. It is no coincidence that this enzyme is produced by the very microorganism causing the disease bargdas pass on to their victims.

In short, bargdas infect a would-be dinner with this microbe much like a cook marinading a tough cut of meat. If they kill a foe but fail to pass on the disease during battle, bargdas bite and lick the dead corpse to cover it with the germ. Then the body is set aside, allowing the germ to multiply. Later, the bargdas feast. This habit fills the bargda's lair with putrescent, "ripening" food. On a less disgusting note, bargdas may lick decaying plant stocks when the larder of corpses runs low, also setting the plants aside to ripen.

The disease carried by bargdas sustains them, but it also takes its toll. Eventually it wears them down, weakening the mighty humanoids as they approach the age of 40 or 50 years. As a bargda's own reflexes are worn away by the disease, its days are numbered; soon a younger bargda or resentful humanoid underlings will kill the weakened monster.

Bhut

CLIMATE/TERRAIN:	Any settled
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	M (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	7+2
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (claw)/1d4 (claw)/1d6 (bite)
SPECIAL ATTACKS:	Numbing bite
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	1,400

During the day, bhuts (bah HOOTS) look like normal humans. At night, their skin grows scaly, their hair becomes wild, their fingers become claws, and their teeth turn into fangs! Then they set out to feast on humans and demihumans. Would-be scholars sometimes classify bhuts as undead or lycanthropes. However, bhuts cannot be turned, and they cannot pass on their shape-changing condition as werebeasts do.

Bhuts speak Common and their own language.

Combat: Bhuts are extremely cunning and often use deception and trickery to obtain their meals. They make no noise when moving. Further, they radiate a powerful aura that prevents *detect evil* spells from working on them. *Know alignment* is distorted by the aura and indicates a lawful good alignment. Bhuts make saving throws as if they were 10th-level fighters.

A bhut attacks with its claws and bite. The wound inflicted by its bite is freezing to the touch. Besides suffering normal damage, any creature bitten must make a saving throw vs. paralysis or be numbed. Numbed creatures always lose initiative, and their attack rolls have a –2 penalty. The numbness lasts 1d4 rounds.

Though bhuts cannot be turned, they do enjoy all the immunities of undead creatures (*sleep, charm, hold,* poison, and gases). They cannot be harmed by nonmagical weapons, but a single hit from a *blessed* weapon kills one instantly.

Habitat/Society: Bhuts live near human settlements, preying on the inhabitants. Often the creatures work together. Normally they assume some innocent cover (monks, traveling gypsies, a family on the edge of town, etc.) to lessen suspicion. They interact with human society—at least enough to appear "normal"—but only during the daylight hours.

Clans are the social organization of bhuts. A clan may have an innocuous cover for human society, while in fact it is the bhuts' cooperative means of getting food.

Each clan is ruled by an elder, male or female. The elder makes important decisions for the group, including how to divide food and treasure. Fear and loyalty keep others in line. The elder is usually the patriarch or matriarch; all other clan members are related to the elder by blood or marriage.

The elder also decides when the clan should move to a new place. Timing is important. After all, only so many disappearances can occur before someone investigates. The bhuts' anti-detection aura provides a modicum of protection against magical inquiries, but sooner or later circumstantial evidence will place the bhut clan at risk. The elder also determines the identity the clan will assume in its next home.

Very rarely, bhut spellcasters are encountered. These are nearly always of the wizard or shaman/witch doctor variety. The highest levels of ability known for these special bhuts are 9th-level wizard and 7th-level shaman/witch doctor.

An individual bhut away from its lair has a 40% chance of carrying Type Q treasure (1d4 gems), in addition to the treasure noted.

Ecology: A bhut clan likes to prey upon victims who are alone and vulnerable—especially a lone traveler or a wandering drunk. Such deaths are the least likely to arouse suspicion among the locals. Rarely do people inquire about the fate of a strange traveler (who may, after all, have moved on), and it is often assumed that the town drunk has found a sad and lonely demise (perhaps dying in a ditch somewhere).

Bhuts can reproduce within the clan. However, females also can breed with human males (usually with the aid of some deception). The offspring are always bhuts.

Humans are the staple of bhuts' diets. Perhaps for this reason, they consider demihumans, whose societies are harder to infiltrate, especially tasty.

Legend says that bhuts came into being long ago, when an angry Immortal cursed a town that had defiled her temple. The town was destroyed, and the scattered blasphemers became bhuts. Their chilling bite is an eternal reminder of the Immortal's cold rage. Such a supernatural origin would explain the bhuts' magical powers.

Bird

	Magpie (common)	Magpie (giant)	Piranha bird (lesser)	Piranha bird (greater)	Sprackle (lesser)	Sprackle (greater)
CLIMATE/TERRAIN:	Any temperate	Any temperate	Nonarctic forest	Nonarctic forest	Temperate mountains	Temperate mountains
FREQUENCY:	Common	Rare	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Flock	Flock	Rook	Rook
ACTIVITY CYCLE:	Day	Day	Night	Night	Day	Day
DIET:	Insectivore	Insectivore	Carnivore	Carnivore	Insectivore	Carnivore
INTELLIGENCE:	Semi- (2)	Semi- (4)	Semi- (2)	Semi- (2)	Animal (1)	Semi- (2)
TREASURE:	See below	See below	Nil	Nil	See below	See below
ALIGNMENT:	Neutral	Neutral	Chaotic neutral	Chaotic neutral	Neutral	Neutral
NO. APPEARING:	1d6	1d4	1d4 wings of 1d4+2 birds	2d6	2d6	2d6
ARMOR CLASS:	7	6	7	6	7	6
MOVEMENT:	1, Fl 36 (B)	3, Fl 33 (B)	Fl 36 (A)	Fl 36 (A)	1, Fl 36 (B)	3, Fl 36 (B)
HIT DICE:	1–2 hp	1+1	1–4 hp	2	1–4 hp	2
THAC0:	20	19	20	19	20	19
NO. OF ATTACKS:	0	1	1 (per wing)	1	1	1
DAMAGE/ATTACK:	1 (beak)	1d4 (beak)	1d4 (bite)	1d6 (bite)	1d3 (beak)	1d6 (beak)
SPECIAL ATTACKS:	Nil	Nil	+2 to attacks	Blood frenzy	Electricity, armor penetration	Electricity, armor penetration
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Electricity	Electricity
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	T (2' long)	S–M (3'–5' long)	T (1' long)	S (2½' long)	T (2' long)	S (4' long)
MORALE:	Unsteady (6)	Average (8)	Average (8)	Average (10)	Average (8)	Average (10)
XP VALUE:	15	65	15	65	65	175

A wealth of birds inhabit the world of Mystara. This section offers a brief sampling, from the mundane but troublesome magpie to the electrifying sprackle.

Magpie

Magpies are notorious for stealing bright objects. Two varieties make their home in Mystara: common and giant. The common magpie is 14 to 18 inches long from its head to the tip of its tail. The body and tail are mostly black (often shot with metallic blue, green and lavender), and the shoulders and belly are white. The giant magpie sports similar colors, but measures 3 to 5 feet from beak to tail.

Combat: Common magpies fight aggressively if provoked, causing 1 point of damage with each peck. Since they are able flyers, though, it is usually easy for them to escape danger.

The beak of the giant magpie inflicts 1d4 points of damage.

Habitat/Society: Magpies have a well-deserved reputation as thieves, and may attempt to steal any shiny or brightly colored object that's unsecured. A common magpie can steal objects weighing up to 3 or 4 ounces (for example, a coin, gem or ring), while the giant magpie can manage objects up to 2 pounds (for example, a piece of jewelry, a dagger, a wand, or a potion bottle).

If people are nearby, a magpie may swoop down to take an object without landing, and has a 30% chance of picking it up cleanly and making off without dropping it. If the bird can land unseen, however, its overall chance of success increases to 60%. Stolen objects are taken to the bird's nest.

Finding the nest in order to retrieve a lost item may be a difficult task, perhaps even perilous if the search leads to the territories of dangerous creatures. The search may also be rewarding, however, since the nest might also contain 1d6 coins (30%), 1d2 small gems (3%), a piece of jewelry/art object (3%—giant magpie only), or even a small magical item (1%— giant magpie only).

The magpie's nest is woven of sticks, straw, and mud. Magpies often weave thorny twigs into the roof of the nest to keep predators from attacking the abode. The nest is fairly large and round, with only one entrance. A typical clutch contains 5 to 6 greenish blue or yellowish eggs.

Ecology: Both common and giant magpies prefer to live in cool or temperate habitats, making their homes in woodlands, agricultural land, and even towns. Occasionally a magpie serves as a wizard's familiar.

Magpies eat insects and grain. Those dwelling in settled areas often make their nests near granaries, which offer plentiful meals of spilled grain.

According to folklore and common superstition, the number of magpies one sees at a time can help foretell the future. Seven magpies are a portent of great evil.

Piranha Bird

This vicious creature gathers in flocks that rapidly tear apart prey, much like the fish after which the piranha bird is named.

Both varieties of piranha bird (lesser and greater) are garishly colored. Individual birds may have green, blue, red, brown,

black, or occasionally purple feathers—the entire spectrum of colors is usually displayed in a single flock.

Lesser piranha birds grow to a maximum of 1 foot long. Greater piranha birds, on the other hand, average over twice that length. The whistles of greater piranha birds are lower and more melodic than those of lesser piranha birds.

Combat: Piranha birds have gaping mouths full of slashing teeth. These are razor-sharp, so that the bird can easily bite into flesh and rip away a mouthful while on the wing.

These creatures can fly with hummingbirdlike maneuverability. They can make sudden changes in direction, or even hover in midair. When one catches sight of a potential meal, it utters a high-pitched whistle, alerting the whole flock. These birds only attack warm-blooded creatures.

Lesser piranha birds attack in groups. A flock divides itself into one or more "attack wings" of 3 to 6 individuals (1d4+2). Each "wing" attacks as though it were a single monster, attacking with a +2 bonus and inflicting 1d4 points of damage per hit. If a flock is reduced to fewer than three piranha birds, they lose their attack bonus and must make a successful morale check or scatter.

The greater piranha birds, on the other hand, attack individually, each bite inflicting 1d6 points of damage. If half of their flock has been killed or incapacitated, they must pass a morale check or flee. If they pass, they go into a blood frenzy that gives them a +2 to all attacks.

Habitat/Society: Piranha birds do not like bright sunlight, but may be found in warm climates, except areas barren of any shade. They live in regions of dense forest. Underground varieties have developed limited infravision (up to 30 feet). At night or on overcast or foggy days, piranha birds may fly far from their nests in search of prey.

Piranha birds reproduce every spring. Each female lays 2 to 5 eggs. She warms them until hatching, and then rejoins the hunt to feed the young. Piranha birds are especially voracious at this time—first the males, which must bring back enough food to the nests to feed the females; then male and female alike, as they strive to feed their offspring.

A flock of piranha birds has no leader as such, but does have a pecking order that dictates which bird gets first pick of fallen prey for itself, its mate and its young.

Ecology: Piranha birds, both lesser and greater, are always hungry for fresh meat. They have no interest in treasure; in fact, they tend to avoid shiny objects.

Sprackle

These creatures look very similar to grackles, the common blackbirds from which they are descended. However, sprackles are larger and colored differently: Their feathers are coppery or reddish-brown. Moreover, these birds constantly shed little electrical sparks that make them glow in the dark. Their name is a blend of the words "spark" and "grackle."

There are two varieties of sprackle: lesser and greater. The difference between them is simply one of size. The lesser sprackle averages 20 inches in length, while the greater sprackle grows as long as 4 feet.

Combat: The sprackles' beaks are very long and sharp and can penetrate armor, giving them a +2 attack bonus against foes in plate mail (bronze or normal), ring mail, or chain mail. Further, sprackles can launch *lightning* attacks at creatures within 30 feet (60 feet for the greater sprackle); a small charge of electricity shoots out from their beaks and, with a successful attack roll, causes 1d3 points of damage (1d6 for the greater sprackle).

An electrical charge constantly surrounds a sprackle. Even if not directed as a lightning blast, it still inflicts 1d3 (or 1d6 for greater sprackles) points of damage upon any creature that comes into contact with it. Conductive materials (such as metal swords) also carry damage to a wielder.

Sprackles fly directly toward their prey in combat, shooting their lightning blasts until they get within melee range. At that point they attack with their beaks (1d3 or 1d6 damage from the sharp beak, plus 1d3 or 1d6 electrical damage). They continue to fight until half the flock is killed or wounded, at which time they must pass a morale check or flee.

All sprackles have infravision with a range of 60 feet.

Habitat/Society: Sprackles are very territorial and will fearlessly attack creatures larger than themselves. They avoid undead creatures and those larger than man-sized, but will attack other creatures to drive them out of their territory.

Sprackles first appeared in a place called Corran Keep, in the mountains of Mystara. Powerful magic there seems to have transformed ordinary birds into these creatures. Since their creation, sprackles have been spreading rapidly, aggressively pushing more common predatory birds out of their territories.

Sprackles may be most commonly encountered on the forested lower slopes of mountains. As the species spreads, however, they may soon be found in many other areas.

A group of sprackles is called a rook. They gather in extended families of two to a dozen birds, which share a large, communal nesting area (called a rookery). Rookeries are located in sheltered areas, such as the eaves of an abandoned building or under a rocky overhang. They are built of sticks and mud, and lined with downy feathers shed by the birds.

Like magpies, sprackles are attracted to shiny objects which may be valuable. Their nests might contain 2d6 coins (30%), 1d4 small gems (5%, 30%—giant sprackle), a piece of jewelry/art object (5%—giant sprackle only), or even a small magical item (2%—giant sprackle only). Also, their treasure reflects the chance that they dwell in a ruin or similar place that may contain abandoned valuables.

Ecology: Because of their sparks, sprackles do most of their hunting in the daytime, when they are slightly less obvious. (Glowing predators have a tendency to frighten off their prey.)

Lesser sprackles are insectivores, preying chiefly on larger insects and arthropods such as butterflies, centipedes, moths, spiders, and dragonflies. Greater sprackles are carnivores who more frequently dine on mice, rats, smaller birds, and sometimes giant insects, such as giant dragonflies, robber flies, and giant centipedes and spiders.

Blackball

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any (see below)
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	None (see below)
THAC0:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Disintegration
SPECIAL DEFENSES:	Disintegration, immune to almost everything
MAGIC RESISTANCE:	Nil
SIZE:	M (5' across)
MORALE:	Fearless (20)
XP VALUE:	8,000

The blackball is a mysterious and extraordinarily dangerous opponent. No one knows precisely how this creature comes into being, or even if it's alive. Also called the *deadly sphere*, it is simply a featureless black globe, 5 feet in diameter. It levitates about slowly and silently, in apparently random patterns, disintegrating everything in its path.

The blackball has no recognizable mind or intelligence.

Combat: Whatever solid or liquid matter the blackball touches simply *disintegrates* (no saving throw); the deadly sphere moves freely through anything. This ability makes it immune to all weapons or attacks; even the most magical swords are destroyed immediately by contact with the blackball.

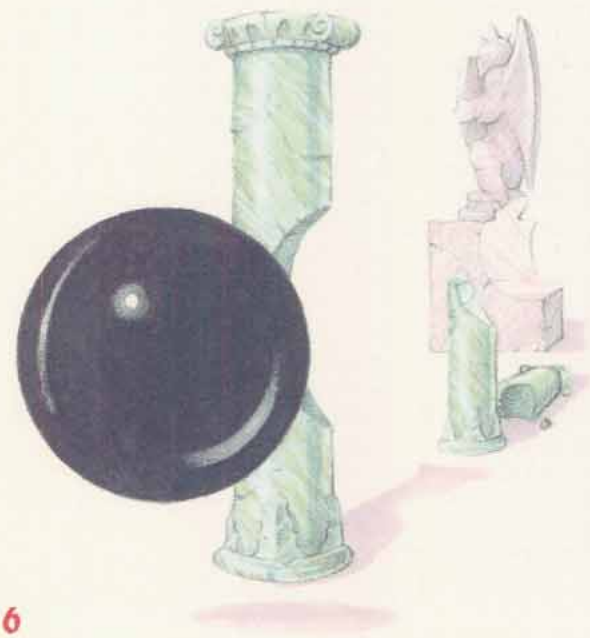
When encountered, the blackball moves toward the nearest intelligent creature within 60 feet. The deadly sphere's ability to sense intelligence extends in three dimensions, so underground adventurers may be surprised by the sudden appearance of a blackball from above or below.

The blackball's advance is relentless, moving in a straight line toward its victim, regardless of the physical or magical barriers in its way. Running away is the only way to deal with a blackball, though that may not be possible in a labyrinth or other such situation. If all intelligent life flees beyond its 60-foot detection range, the blackball will resume its seemingly random movement until another intelligent creature is detected.

If characters close to melee combat range with the blackball, the blackball moves toward one of them (the DM should choose randomly). Because of the blackball's slowness, its target can evade the blackball with a successful Dexterity check, regardless of initiative and other actions; this check, and not an attack roll, determines the blackball's success. If the Dexterity check fails, the blackball catches and disintegrates the opponent. If characters try to fight the blackball, everything that touches it disintegrates.

Immortals can sometimes command a blackball, but it is beyond mortal control. Fortunately, it is extremely rare. It is immune to all spells except a carefully worded *wish*. In addition, if *gate* is cast within 60 feet of the blackball, it moves toward and then through the portal created. Though this transfers the blackball to another plane, whatever is summoned by the *gate* spell might be understandably upset. Other spells and magical effects do nothing to a blackball.

The blackball's power on the Prime Material Plane is nearly absolute; it can utterly destroy any normal magical item. If the blackball touches a *rod of cancellation*, the rod is destroyed and the blackball is rendered immobile for a round (though it still disintegrates anything that touches it). The blackball is unaffected if it moves into an extradimensional space, such as that created by a *portable hole*; however, the blackball can be moved to another plane if within 10 feet when a *portable hole* is placed within a *bag of holding* and a gate to another plane is opened. If a blackball touches a *sphere of annihilation*, the creature is sent to another plane and everything else within a radius of 200 feet is completely destroyed, including the *sphere of annihilation*. Artifacts are unique items of greater than mortal power; if one contacts a blackball, the results are unpredictable and highly dangerous (and left to the DM's discretion).



Habitat/Society: Immortals suspect that blackballs are alive, after a fashion. Mortal sages have presented several hypotheses (guesses, actually) concerning these killers, including the following: (1) Only one blackball exists, and its malevolent force is all that remains of a fiend imprisoned by the Immortals (this theory is usually dismissed because the blackball isn't evil). (2) Blackballs are created by highly intelligent beings who use it to transport creatures to their own plane for study (this theory is usually dismissed because victims are obviously disintegrated). (3) Blackballs are created as destructive instruments by the Old Ones, who are to the Immortals as Immortals are to humans (this theory receives the most acceptance).

No mortal has ever seen more than one blackball at once.

Ecology: Blackballs are destructive forces, disruptive to the environment, but fortunately too rare to cause more than a local disturbance. Observers report that objects and creatures touched by the blackball vanish suddenly, as if simply wiped out of existence. Wizards have said that it seems most like the results of a *disintegration* spell. However, nothing remains—not even dust or residual essences.

Brain Collector

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Brains
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 (bite)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Elite (14)
XP VALUE:	2,000

Brain collectors (*Neh-thalggu* in their own language) are rare creatures who occasionally cross the barriers separating their distant home from the Prime Material Plane. Only near sources of great magical energy, where the fabric of time and space is twisted, can they find small gateways to Mystara, where they collect the brains of intelligent beings.

Each specimen of this hideous race has a yellow-orange body—bloated, oily, and amorphous—with dozens of short, writhing tentacles. Six crablike legs allow it to scuttle about. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. The head may also have a number of distinctive lumps (up to twelve), each one housing the brain of another intelligent creature.

Neh-thalggu do not think like any other creature. They speak their own tongue and that of diaboli (see "diabolus"). They can also speak and comprehend the languages known by any creatures whose brains they've swallowed.

Combat: The brain collector's method of attack is a powerful bite with its razor-toothed jaws, inflicting 1d10 points of damage with each bite that hits.

Each brain collector can cast spells, depending on how many brains it has collected. Roll 1d12 to determine how many transplanted brains the monster already has in its head. Each transplanted brain can hold a single wizard spell, no higher than 3rd level (these can be chosen by the DM or randomly determined by dice roll; 1d3 for level and then according to wizard spell lists).

A brain collector can attack with its bite or with a single spell in a given round. Although the nature of its intelligence is unfathomable, brain collectors display a considerable tactical cunning in combat; they will use their available spells to the best possible effect.

A brain collector takes great care as it fights, to avoid doing damage to the cranium of its opponent. As its name suggests, the brains of sapient foes are very precious, indeed.

Habitat/Society: Though brain collectors have a completely alien psychology, "chaotic neutral" is the alignment that best describes them. The Neh-thalggu do not have hostile intentions as such; rather, they do not seem to regard humans or other humanoids as people.

Brain collectors are known to exist on the Demiplane of Nightmares, where they hold a mythic position in the folklore of diaboli, like that of dragons in human tales. Diaboli regard Neh-thalggu as creatures of power, cunning, and inscrutability, and brain collector magic can affect diaboli.

While Neh-thalggu exist on the Demiplane of Nightmares and the Prime Material Plane, sages agree the creatures are native to neither. Brain collectors may also be found wandering other known planes, particularly the Astral or Ethereal Plane. On the Prime Material Plane, a brain collector prefers ruins and caverns and other places with little light and infrequent disturbances.

When a brain collector reaches the Prime Material Plane, it immediately begins acquiring as many brains as it can, as quickly as possible. Each collector can store up to 12 brains at any one time. When these creatures slay humans, demihumans, or humanoids, they carefully cut away the top of the head with surgical tools to expose the brain, and then swallow it. The swallowed brain then moves into one of several pockets within the brain collector's own head, forming a distinctive lump. For each brain collected, the creature gains the ability to cast one wizard spell of 1st to 3rd level once per day.

When a Neh-thalggu has collected its 12 brains, it immediately seeks to return to its home plane. One theory holds that with 12 collected brains, these monsters can, in certain locations, re-open the link to their native world. Fortunately, few 12-brain Neh-thalggu have been encountered; since they can collect no more brains, they are more eager to move along than to engage opponents.

The brain collector may be related in some fashion to the feyr (described in the *Monstrous Manual*).

Ecology: Brain collectors have no interest in treasure of any kind; denizens of the Prime Material Plane are curious objects for dispassionate study and ruthless exploitation—cattle, in the brain collectors' eyes.

Neh-thalggu are predators of the highest order, but they exert little influence on the Mystaran environment.

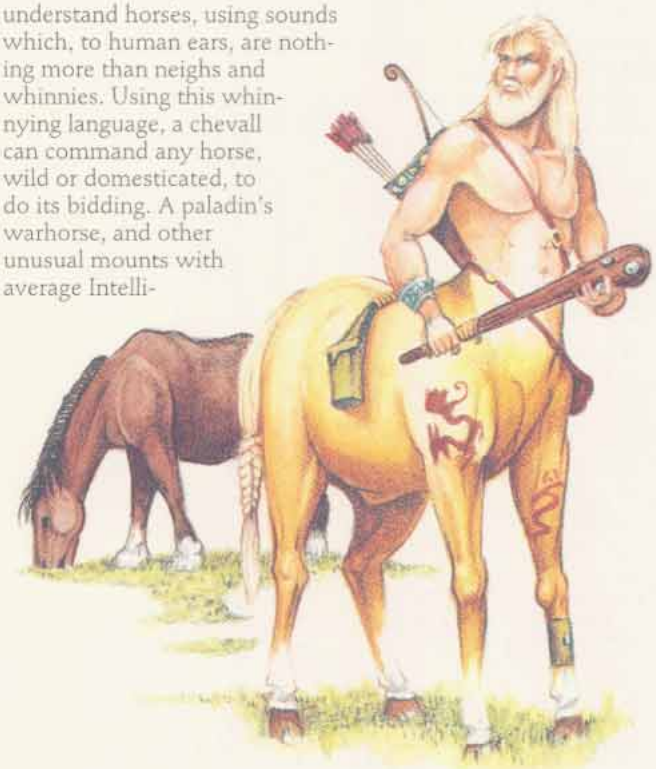
Chevall

Climate/Terrain:	Nonarctic plains, forests, mountains
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	M, Q (C)
Alignment:	Neutral good
No. Appearing:	1d3
Armor Class:	2 (as horse) or 5 (as centaur)
Movement:	24 (as horse) or 18 (as centaur)
Hit Dice:	7
THAC0:	13
No. of Attacks:	3
Damage/Attack:	1d6 (hoof)/1d6 (hoof)/1d8 (bite) or 1d6 (hoof)/1d6 (hoof)/by weapon
Special Attacks:	Summon and command horses
Special Defenses:	Silver or +1 or better magical weapons to hit
Magic Resistance:	Nil
Size:	L (5' tall as horse, 7'–8' tall as centaur)
Morale:	Champion (15) as horse Elite (13) as centaur
XP Value:	650

This sylvan creature can change at will between two forms: an intelligent horse and a powerful centaur.

As a horse, a chevall may be any color (though a given individual does not change shades). It is typically as large as a light war horse. In centaur form, it has the upper torso and arms of a human being and the lower body of a horse. This form tends to be somewhat smaller than most centaurs, on average, and its ears, unlike those of a standard centaur, are pointed and elfin.

In either form, a chevall can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. A paladin's warhorse, and other unusual mounts with average Intelligence or higher, are immune.



In centaur form, a chevall can speak Common, the language of centaurs, and woodland sylvan tongue.

Combat: As a horse, a chevall can kick and bite as noted above. In centaur form, it also bites, but usually wields a wooden club or short bow instead of kicking. In either form, it can only be harmed by silver weapons or magical weapons of +1 or better enchantment.

Once per day, a chevall can magically summon 1d3 medium war horses, which arrive in 1d4 rounds.

Habitat/Society: Chevalls strive to ensure the well-being of all horses. Once native to the plains, they now appear anywhere that wild or captive horses exist. They often go about in horse form, checking on the welfare of horses in the service of humans, demihumans, and humanoids. If a chevall finds a horse that is unhappy with its lot (because of maltreatment or neglect), the chevall will not rest until it has freed the animal.

A chevall travels alone or in groups of up to three. If three chevalls are encountered, there is a 50% chance the group is a mated pair and a foal (which has half the Hit Dice and inflicts half the damage of adult specimens).

Foraging sustains chevalls as they travel. They favor vegetables and grains, and may (in horse form) gain nourishment from grazing (although they consider grass a very bland food, and prefer tasty oats and barley). While they are omnivorous by nature, most chevalls adhere to a vegetarian diet. This may stem from moral conviction or sheer habit.

Chevalls may accumulate some treasure during their travels. They often trade this for food and goods, bargaining with centaurs and other friendly creatures.

Ecology: Although animals such as dogs are wary of the scent of chevalls, horses never fear them. Chevalls hate wolves and are the blood enemies of werewolves. According to chevall lore, chevalls were created long ago by an Immortal who wished to protect horses mistreated by their human masters.

Chevall Speed Table

	Horse form	Centaur form
Walk	12	9
Trot	24	18
Canter	36	27
Gallop	48	36

A chevall can carry no more than 260 pounds and still travel at its full speed. It can travel at half speed while carrying up to 390 pounds, and can move at one-third speed while carrying up to 520 pounds.

As noted in the *Player's Handbook* (Chapter 14), in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate (a trot); that is, a chevall in horse form can cover 48 miles. In dire circumstances, a chevall can push itself to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but then the chevall must walk for an hour before increasing its speed again. A chevall will not gallop if loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal.

Choker

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d6
ARMOR CLASS:	4
MOVEMENT:	9, Br 3
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (tentacle)
SPECIAL ATTACKS:	Strangulation (1d8)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3½' tall)
MORALE:	Unsteady (7)
XP VALUE:	120

The choker is a vicious little monster found in caves and caverns. It has mottled gray or stony brown flesh, and looks more or less humanoid—with two arms, two legs, a torso, and a head. The torso and head are as small and compact as a human baby's, but the arms and legs (and fingers!) are incredibly spindly and long. Stretched to its full length, an adult choker would stand nearly 6 feet tall.

This creature's limbs are like tentacles, having cartilage but no actual bones, with numerous knobby joints. The cartilage in its fingers juts out through the skin, and is stiff and razor-sharp. Because it lacks bones for support, the choker appears bow-legged and lopes with a strange, fluid gait. The creature is not completely boneless, however; it does have a bony skull, spine, and rib cage.

Chokers are vaguely intelligent and speak a primitive language.

Combat: A choker seeks out prey by crawling along the crevasses, dry underground river beds, and air shafts that accompany dwarven or other subterranean building sites. Upon finding an opening into an area where dwarves, humans, or humanoids might pass, it lies in wait. When a lone creature arrives, the choker reaches out and begins to strangle it. The initial hit causes 1d4 points of damage; thereafter the choker automatically inflicts 1d8 points of damage each round as it strangles its victim. The choker's hold can be broken only by killing or incapacitating the creature.

If the prey puts up too much resistance, however, or the choker has not slain it in 2 to 6 rounds, the creature quickly flees; chokers do not care for extended struggles.

Once the victim is dead, a choker uses the cutting cartilage on its fingers to carve its prey into readily-transportable pieces. Then it carts them all away. If it cannot ambush a victim or is cornered by pursuers, a choker lashes out with its sharp fingers, inflicting 1d4 points of damage per attack.

Habitat/Society: Chokers are so primitive that they do not make or use tools. They can carve through solid rock with their fingers, and their lack of bones allows them to squeeze through openings impossible even for creatures of goblin size.

Because chokers are inherently shy, they would have difficulty locating mates were it not for their special call. To attract a partner, both males and females keen. This whine (which humans and others find extremely irritating) echoes through the deep caverns the chokers call home. When a choker hears the keen of a potential mate, it answers. Then each creature keens in turn to draw the other near, until at last they meet. A few months later, the female gives birth to two to six young. The family stays together for three years, until the offspring have fully matured. Once the offspring have moved on, the parents separate and seek new mates.

Ecology: The choker has a high metabolism. It burns an enormous number of calories, especially for a creature of its light weight. Consequently it is always on the lookout for victims on which to feed, and it consumes them rapidly. (A goblin provides about two days' food, for example.)

Goblins are, in fact, the choker's favorite food. Chokers devour other races, such as dwarves or humans, but prefer the meat of goblins above all else.

A legend among goblins says that chokers descended from a goblin band which, beset by hardship, turned to cannibalism. Youngsters in this tribe devoured their elders. Over time, the band degenerated. With the twisting of their minds came a reshaping of their bodies; their arms grew long and their fingers steely, enabling them to better grab and strangle prey. They no longer fed upon each other, but continued to crave the flesh of normal goblins.

As mentioned earlier, chokers can be driven off if their would-be victims prove an able match in combat. In areas infested with chokers, goblins and dwarves also take advantage of the chokers' caution by making a lot of noise, pounding weapons on shields and the like, to scare the chokers away. This tactic sometimes backfires, however, as the noise tends to attract other, more dangerous monsters.

Coltpixy

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Low (7)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1
Armor Class:	6
Movement:	90
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d6 (hoof)/1d6 (hoof)
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T–L (1'–7' tall)
Morale:	Steady (11)
XP Value:	120

The coltpixy is an enchanted pony or horse, distantly related to the unicorn. Adventurers who spy this rare creature usually find it in the service of important fairies (brownies, leprechauns, pixies, sprites, and other "wee folk").

To accommodate the size of their riders, coltpixies can alter their own size from that of the largest horse to but a single hand high. They also can change their coloration, and frequently have gaudy manes and tails that complement their riders' attire.

Coltpixies do not have a language of their own, but they can communicate in the language of horses.

Combat: Although they loathe fighting, coltpixies boast sturdy hooves that can cause serious harm in combat. Given the choice of escape or battle, however, wild coltpixies choose the former, while coltpixy mounts do their masters' bidding.

Like many of the fairies who ride them, coltpixies can to make themselves *invisible*. However, this invisibility extends only to mortals—not to other coltpixies or their fairy masters.

The coltpixies' ability to alter their size may prove a distinct advantage in some situations, confusing and confounding opponents (especially in combination with *invisibility*).

Whatever their size, coltpixies travel with equal speed (about five times as fast as a common horse), and they are not slowed by rough terrain, bogs, or even water.

Coltpixies are 90% resistant to *sleep* and *charm* spells, and receive any normal saving throw allowed if they fail to resist these magics.

Barding can improve a coltpixy's Armor Class. However, magical barding is required if the creature intends to retain it while changing size.

Habitat/Society: The wee folk of Mystara domesticated coltpixies in years before memory. The coltpixies' magical ability to alter their size makes them perfect steeds, and their ability to change color delights the whimsy of fairies. The most important fairies all ride coltpixies, regarding these intelligent creatures as friends and companions. In turn, coltpixies reward their masters with steadfast loyalty and obedience.

Wild coltpixies, which are always chaotic neutral in alignment, delight in leading normal horses astray to the bedevilment of their mortal riders; but like their domesticated cousins, they are generally shy and gentle.

If explicitly commanded by its fey master to do so, a coltpixy will carry a normal human or demihuman, but never for a long period of time.

Ecology: No one is quite sure how coltpixies came into being. Sages speculate that they may once have been normal horses or ponies, but long exposure to the fey magic turned them into more wondrous creatures. Or perhaps the reverse is true, and common horses are descended from their faerie counterparts.

Coltpixies move almost five times as fast as normal horses:

Walk	45
Trot	90
Canter	135
Gallop	180

A coltpixy can move at its full listed speed while carrying up to 170 pounds. It can move at half speed while carrying up to 255 pounds, and at one-third speed while carrying up to 340 pounds.

As noted in the *Player's Handbook* (Chapter 14), in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate (a trot); that is, a coltpixy can cover 180 miles. The numbers above reflect the enchanted nature and incredible magical speed of the coltpixy, for which a comfortable trotting pace is almost twice the gallop of the fastest mortal horses. Like horses, coltpixies can be goaded to go faster, pushed to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but the coltpixy must be walked for an hour before its speed can be again increased.

A coltpixy will not gallop if loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal.

Crone of Chaos

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	M (Z)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (claw)/1d6 (claw)
SPECIAL ATTACKS:	Animal control, magical daggers; see below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	650

A crone of chaos is a very intelligent, evil-natured creature who uses deception to cause pain and suffering. A relative of hags, she is always female. Unless she is taken by surprise, the crone is always veiled by *illusion*, assuming the guise of a beautiful maiden.

In her true form, a crone has wrinkled, leathery skin; sparse, wiry hair; long, crooked arms; sharp tartar-encrusted fangs; and large hands with clawlike fingers. Dried blood of past victims is caked beneath her sharp nails. Her hair often stands on end or at strange angles. The odor of the creature is foul, for she despises contact with water and therefore never bathes.

The crone speaks Common. She may also speak any language befitting the form she most often assumes.

Combat: A crone has unusually keen hearing and eyesight, and gains a +1 bonus to her surprise roll.

She has several magical abilities. These are natural powers (although they can be revealed by a *detect magic* and countered by *dispel magic*). The most important power is an *illusion* that enables the crone to look human or demihuman. A crone usually disguises herself as a beguiling young woman. In this form she uses two magical powers to attack: *animal control* and *daggers of sorcery* (see below).

The crone can make just one magical attack per round. Both attacks have a range of 240 yards. She can maintain her *illusion* while employing her magical attacks. The crone fights in her true form only if surprised, or if her other attacks have failed to defeat her foes. At such times, she attacks twice, raking her victim's flesh with her clawlike nails.

- *Animal Control:* The crone can control 1d6 normal or giant animals automatically (no saving throw). Exceptionally intelligent animals receive saving throws vs. spells, while those with special loyalties (a paladin's warhorse or a wizard's familiar) or of a magical nature (a *shapechanged* druid) are unaffected.
- *Daggers of Sorcery:* This attack creates 1d6 ghostly white daggers that appear in midair and attack. Each dagger attacks a different target and fights until either the dagger is destroyed or the victim is killed. The crone controls the movement of the daggers and can make each one follow the target as it moves. The daggers can be attacked as if they were living creatures (AC 2; HD 1; hp 1; #AT 1; Dmg 1d4). Any hit on a dagger destroys it. As each dagger is destroyed, all characters who fought that dagger must make a saving throw vs. spells. Those failing their saving throw become dizzy and weak for 6 rounds (–2 to attack rolls and saving throws); these penalties are not cumulative. Those who make successful saving throws are unaffected.

Habitat/Society: A crone of chaos normally lives alone in a dark forest or desolate wilderness, often in a cave. She may be found in any climate, from the steaming tropics to the cold fringes of arctic tundra.

She lives alone, avoiding the company of humans and even other crones. She may enjoy the company of some partially tamed animals, however.

Ecology: A crone of chaos can mate with most humanoid species, but she prefers humans. She uses *illusion* to ensnare her victim. Once he has served his purpose, she kills him and feasts on his corpse.

Crones abandon their female offspring and devour males. No one knows whether a male crone-child could survive otherwise; none has ever been seen.

To the kind folk who adopt an abandoned crone-child, the infant appears to be member of the father's species. However, she later seems to age rapidly; by late adolescence her skin is wrinkled and discolored, her joints gnarled, and her hair thin. Simultaneously, she develops the magical powers of a crone of chaos, which help hide the truth of her changing nature.

In time, the young crone will be overwhelmed with contempt for the race with which she lives; or, as the years pass, her alien nature may be suspected. In any case, she soon forsakes the company of those who reared her and adopts the life of a hermit, embracing the wicked ways of a crone of chaos.

Is the change inevitable? Sages disagree. Perhaps crones are not forced into wickedness; perhaps benign crones secretly live in human society. If the latter is true, though, no evidence has been discovered to support it. With an average life span of three centuries, crones could scarcely go so long unnoticed.

Darkhood

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Fear
INTELLIGENCE:	High (14)
TREASURE:	(W)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d2
ARMOR CLASS:	–2
MOVEMENT:	24 (see below)
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (touch)
SPECIAL ATTACKS:	Fear, pursuit
SPECIAL DEFENSES:	+2 or better weapon to hit; immunities (see below)
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	5,000

The darkhood (also called a *rorphvr*) is a spectral undead creature that thrives on fear. Although the creature seldom causes much physical harm to its fleeing victims, it often leaves a party of adventurers scattered, weakened, and vulnerable to attack by other monsters.

The darkhood appears as a translucent gray figure wearing a cowled robe, with its face completely shrouded in shadow. It does not speak, though many scholars suspect it understands several human and demihuman languages.

Combat: Within its domain of abandoned ruins or shadowed lands, a darkhood glides insubstantially, and can even travel through solid objects to stalk its prey.

The darkhood draws fey visions from the dark depths of its victims' imaginations. Those who are the most intelligent have the most fertile minds and thus are the most susceptible to the darkhood's attack.

All who see a darkhood must make a *reversed* ability check by rolling *higher* than their Intelligence on 1d20. Characters who have recently suffered particularly harrowing experiences may receive a penalty of from 1 to 3 from their die roll (at the discretion of the DM).

To those who pass the reversed Intelligence check, the shadowy void beneath the creature's cowl remains empty. To those who fail, the cowl fills with hideous visions from their own nightmares. Characters experiencing a hideous vision flee in terror from the darkhood, running maniacally at top speed for 1d4+2 rounds, changing direction every round at random.

Running from a darkhood is exhausting. Fleeing characters must make a saving throw vs. spell each round of flight or temporarily lose 1d3 points of Constitution, plus any hit points that may result from a Constitution bonus being lowered. Any character whose Constitution drops below 3 will fall unconscious until it rises to 3 or more. Lost Constitution is regained at a rate of 1 point per turn.

The darkhood ignores unconscious victims, and gives up its "attacks" once all of its victims have collapsed, recovered from the fear, or left its territory. The creature, sated from the hunt, then returns to its lair.

A character who has once experienced fear from a particular darkhood and has recovered from it is immune to further fear attacks from that creature for the next 24 hours.

In melee, the darkhood attacks with a chilling touch that inflicts 1d4 points of damage and fills the victim with an overwhelming terror which has the same effect as a vision seen in the creature's hooded "face" (a saving throw vs. spell applies).

A darkhood can be hit only by magical weapons of +2 enchantment or better, and (like other undead) is immune to spells such as *sleep, charm, hold,* and to cold and poison.

A darkhood is turned as a vampire.

Habitat/Society: Each darkhood has a particular territory—typically a small area in a crypt, dungeon, or abandoned village. The darkhood cannot leave its territory. Within those confines, however, it enjoys complete freedom of movement. Unimpeded by solid objects, it often appears unexpectedly, emerging from a wall, floor, or ceiling.

The darkhood pursues encountered creatures until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the darkhood keeps fleeing victims herded within its territory until they collapse from fear and it can feed.

Ecology: Darkhoods are lonely creatures. Only rarely is more than one encountered, and never more than two haunt the same territory. Legends say that darkhoods are the restless life forces of those who died in a state of extreme terror, especially terror of death itself. To maintain its connection to its territory, the darkhood feeds on the terror of other sapient beings, thus replenishing its own energies. No one has yet found a way to communicate with or adequately study a darkhood, and so the truth behind the legends remains unsubstantiated.

Occasionally, the tie of a darkhood to an area is so strong that it cannot be dismissed, dispelled, or dispersed through magical combat. If vanquished in combat, the darkhood later re-forms and returns to its territory. In many of these cases there is a special reason for a darkhood's haunting. If this can be discovered, and certain actions taken, the darkhood can be put to rest permanently.

CLIMATE/TERRAIN:	Any cavern, mountain, hills, plains (night only)
FREQUENCY:	Very rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	(B)
ALIGNMENT:	Neutral evil
NO. APPEARING:	10d3
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (D)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (claw)/1d4 (claw)/1d6 (bite)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	65

The bane of all who raise livestock, darkwings are flying humanoids that flock together and attack at night, often decimating entire herds of cattle or sheep. Many scholars believe they are related to deep glaurants (see "deep glaurant").

Darkwings have scaly green bodies and leathery black wings. Their claws are long and sharp, and their mouths are filled with vicious, sharp teeth.

All darkwings speak a simple language of their own. Most of their words concern hunting and status in the flock. A very few darkwings have learned human tongues. More frequently, the top darkwing of a flock may learn the languages of humanoids who might be persuaded to join the flock in raids on livestock.

Combat: With their dark coloration and gliding flight, darkwings can readily surprise opponents at night (–4 to victims' surprise rolls). They attack with their claws and bite. Two darkwings acting in unison can swoop down and carry off a human-sized creature, provided both make an attack roll of 18 or more. Larger creatures, such as horses or cattle, are killed and dismembered before being taken back to the lair.

Darkwings dislike bright light and never leave their caves when the moon is full. A *light* spell causes them to fight with a penalty of –1 to morale, attack, and damage rolls. A *continual light* spell causes them to immediately make a morale check with a –2 penalty or flee to their lair. If they stay, they fight with a –2 penalty to their attack and damage rolls (though each hit will inflict a minimum of 1 point of damage). The effects of light are not cumulative (darkwings subject to both a *light* and a *continual light* spell fight at –2, not –3). Darkwings that make successful morale checks fight to the death, but still suffer the other penalties listed.

Habitat/Society: Darkwings gather in flocks, taking full advantage of their numbers and flying ability to terrify and corner their prey. Each flock has a "pecking order" by which a single leader—the largest and smartest—keeps the lesser individuals in line. The leader also chooses where to fly for the hunt, selects the best mates, and so forth. Either a male or a female may lead the pecking order. It is a dangerous and precarious position, as the lesser darkwings are always vying to elevate their own status in the flock at the expense of their superiors.

Dark caves, high in harsh mountain ranges, are the preferred abode of darkwings. A darkwing lair is a foul and unsettling place, covered in the creatures' filth and the bones of their victims. There are always 2d6 young roosting on ledges around the caves; they fight only if threatened or attacked (AC 8; HD 1–1; #AT 1 [bite only]; D 1d3).

Ecology: Darkwings are nocturnal, and never come out of their dark, eerie caves during the day. At night, they flock to the lowlands to hunt. They prefer easy prey, naturally, and so are drawn to the flocks and herds of human farmers.

Few farmers have the whetewithal to confront and drive off these vicious predators, and the darkwings have few natural enemies. If a flock of darkwings makes trouble over an extended period of time in a region, it won't be long before they are challenged. It may be a group of irate farmers, or the local knight with his henchmen (whose rents and taxes are threatened if their tenants or serfs are impoverished), or even a party of adventurous champions that will set out to drive off or slay the darkwings. Because of this, the winged humanoids, rare to begin with, dwindle as civilization spreads.

In the absence of human livestock to raid, darkwings tend to subsist on smaller wild mammals, such as rabbits and young deer. Like wolves, they prefer the young, the aged, and the sickly over large and healthy individuals that might prove troublesome to overcome. These pickings are not as easy as humans' livestock, and so the numbers of darkwings remain modest even in the wilds.

Decapus

Climate/Terrain:	Any forest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Very (11)
Treasure:	(C)
Alignment:	Chaotic evil
No. Appearing:	1
Armor Class:	5
Movement:	3, Cl 9 (in trees)
Hit Dice:	4
THAC0:	17
No. of Attacks:	9 (hanging from tree)
Damage/Attack:	1d6 each (tentacles)
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Nil
Size:	M (4' across)
Morale:	Elite (13)
XP Value:	175

The decapus is a bizarre monster named for its ten limbs. There are two varieties: land and marine.

The land decapus looks like a hairy, bloated, 4-foot-wide globe sprouting ten long tentacles. The tentacles are 10 feet long and spaced over all parts of its body. The hair is usually brown or sometimes black, and the body is often green, although purple or yellow examples have been found. In the center of the decapus's body lies its mouth, which is terrible to behold. It is very wide and has long yellow teeth, and exudes horribly foul breath.

The marine decapus looks just like the land version with two exceptions: it's less hairy, and coloration includes mainly greens and blues.

Decapuses communicate with one another using a complex language of clicking sounds and body movement.

Combat: The decapus has keen night vision, and a limited ability to see in the infrared spectrum (30-foot infravision). It usually hunts at night, when prey is vulnerable in the darkness; but these aggressive creatures have been seen hunting at all hours.

The decapus attacks with its tentacles, each of which ends in a sharp, hooklike protrusion of strong cartilage. Propelled by the momentum of the long limbs, these slashing "claws" inflict 1d6 points of damage each.

The tentacles are also covered on one side with suckers, which the decapus can use not only to grasp its prey, but also to climb walls and ceilings. In combat, the decapus hangs from a ceiling or tree with one of its tentacles and attacks its unfortunate victim with the other nine.

On the ground, the decapus is much less fearsome. Its tentacles are not strong enough to support its weight upright for long periods of time, so the decapus can manage only six attacks, and these cause only half damage. When swinging from tree limbs, the decapus's movement rate is 9. On the ground, the decapus moves much slower, crawling about at rate of 3.

Habitat/Society: These foul creatures are usually found in forests, where their many limbs are a great advantage in combat and locomotion among the trees. In colder climes decapuses tend to be much hairier; in the tropics, less. They are also found in swamps, and sometimes in wilderness ruins.

Decapuses usually live alone, preferring to hunt by themselves. When hunting, they swing through the trees, scooping up any prey they encounter in their tentacles.

Only rarely do decapuses come together for the purpose of mating, and then for only a brief time. The female decapus gives birth to litters of six to a dozen infants, then abandons them in a protected place such as the hollow of a tree or an empty cave. The vicious little decapuses have ½ Hit Die and inflict 1d2 points of damage per limb. They grow rapidly. Their first prey is each other. Barring unusual circumstances, one decapus out of each litter will devour all of its siblings, gaining valuable practice in the skills of survival (and weeding out weaker and less aggressive individuals). It will also grow large enough to leave the birth-nest, and begin to hunt other creatures—starting with birds and small mammals, and eventually moving up to large predators.

Ecology: The decapus preys on other predators as well as herbivores. Its savagery is legendary, and even fierce wolves know enough to flee from it. It devours hapless humans and elves as willingly as it does its normal diet of squirrels, rabbits, or deer. Even when the monster is full, the decapus guards the remainder of a kill against scavengers, so that it may soon engorge itself again.

Marine Decapus

This creature hunts by drifting slowly through the water, at a movement rate of 3, with its tentacles spread out around it in all directions. Since the water supports its weight and it has no need to anchor itself, the creature can attack with all ten tentacles at once.

Like its land-dwelling cousin, the marine decapus lurks as a dangerous, intelligent predator, threatening even sharks for savage dominance of its waters.

Deep Glaurant

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	V (U)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d2
ARMOR CLASS:	4
MOVEMENT:	9, Sw 9, Glide 12 (E)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4 (claw)/2d4 (claw)/ 1d4 bite or by weapon/ by weapon/ 1d4 (bite)
SPECIAL ATTACKS:	Two rear claws (2d4 damage each)
SPECIAL DEFENSES:	Darkness
MAGIC RESISTANCE:	Nil
SIZE:	L (8′ tall)
MORALE:	Champion (15)
XP VALUE:	2,000

These rare, evil predators inhabit caverns deep beneath the world's surface. Deep glaurants are named for their strange gulping call, which they make deep in their throats when excited. If alone, or when stalking prey, they are eerily silent.

Glaurants are scaly, massively muscled humanoids, ocher to stony gray in color. They stand 8 feet tall, and their four limbs end in iron-strong, sharp-nailed claws which enable them to rake and rend flesh and climb over stones with equal ease. They are capable diggers and have little wings protruding from their shoulders. These wings can be folded flat or sculled with great skill, and are used as aids in swimming, climbing, and turning falls into glides.

Glaurants have small, flexible horns on their heads which fold over their ears to protect against dust and to help them feel along crevices.

Combat: Silently, by act of will, deep glaurants can cause magical *darkness* about themselves once every third round (the effect lasts for the entire round). They can see up to 90 feet with infravision and are not bothered by normal or bright light.

Glaurants are intelligent enough to arrange rockfall traps and deadly ambushes. They often use magic gained from caches, tombs, and victims as weapons against foes, or trade such items when caught at a disadvantage. A favorite attack of a glaurant is to glide onto prey from above in silence and darkness.

In melee the deep glaurant slashes twice with its claws or strikes with two weapons, then delivers a vicious bite. Most favor weapon attacks. However, if the creature successfully rakes an opponent with its front claws and then bites, it gains a special "scrabbling" attack: both rear claws can strike too, inflicting 2d4 points of damage each. Each claw rake requires an attack roll.

A glaurant hunts anything and everything it sees. It fights until seriously wounded or threatened with death, or until its opponent is slain (whereupon it immediately feeds).

Habitat/Society: Encounters with these monsters come few and far between, ranging over vast underground regions. Their appetite is voracious and indiscriminately carnivorous.

Deep glaurants are rumored to have cities and a civilization far underground. However, there are no reliable records of encounters with more than two of them at any one time. Many scholars doubt the existence of such a civilization, citing the relatively low intelligence displayed by deep glaurants; others have suggested that only the less-intelligent outcasts may have been encountered so far by explorers. Adding confusion to the issue, no young glaurant specimen has ever been found. The creatures seem to have no goals more complex than finding food and eating it, although in pursuing that end they will go to elaborate and cunning lengths.

Ecology: In the caverns where glaurants roam, they are feared among sapient beings. In some subterranean cultures, they are the basis for tales meant to frighten youngsters into obedience.

The glaurant's ability to create magical *darkness* comes from a gland located in the creature's hindbrain. A talented alchemist or wizard may be able to carefully remove this gland with its fluid contents intact. The oily gray fluid secreted by the glaurant gland can serve as a special material component in casting the spells *darkness, continual darkness,* and *darkness 15′ radius*. So used, the fluid doubles either the duration or the radius of the spell.

While this fluid is obviously useful, it has never been so valuable as to encourage hunting of the glaurant. There are more valuable substances for adventurers to win from less challenging foes.

Deep glaurants have disdain for nearly all treasure except magical items. They especially favor weapons and other items with obvious practical applications, and they never keep magical items they cannot wield.

Diabolus

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Anarchy
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	M (A)
Alignment:	Any (usually chaotic good)
No. Appearing:	Any
Armor Class:	Varies (base 9)
Movement:	12 (see below)
Hit Dice:	1 (see below)
THAC0:	20 (see below)
No. of Attacks:	1
Damage/Attack:	By weapon or 1d6 (bite) or 1d4 (tail)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	100% (see below)
Size:	M (average 6′ tall)
Morale:	Average (10) (see below)
XP Value:	Varies with Hit Dice and abilities

Diaboli come from a mysterious realm Mystarans call the Demiplane of Nightmares. Creatures from this realm are the stuff of nightmares for humans and similar beings—though most diaboli are in fact cheerful and well-meaning. Conversely, the diaboli and other intelligent beings of the Demiplane of Nightmares regard humans and demihumans as "nightmares incarnate."

Adventurous diaboli discovered gateways to other planes several centuries ago; since then, many have explored and even settled the worlds beyond their home. Because they feel revulsion toward humans and most "normal" creatures, diaboli avoid contact with other life forms.

Diaboli are similar in size to humans. Their well-muscled bodies are mauve or lavender. Their feet have hooves like a pig's and their hands have only three fingers with an opposable thumb; otherwise the hands look very human. Their pupils are vertical reptilian slits. Most have prominent noses. Their long, forked tongues give them enhanced senses of smell, hearing, and heat detection. Two small horns protrude from the top of their heads, vestigial remains from early evolution. Each diabolus has a tail just slightly longer than its legs.

Diaboli come in at least three subraces, distinguished by overall hairiness. The *bare* diabolus is completely hairless. The *common* diabolus has hair like most humans, and males often wear beards as well. The *hirsute* diabolus also has thick, curly goatlike hair over the lower half of its body.

All diaboli speak their own language. In addition, they can communicate, twirling and positioning them in a complex code.

Combat: The abilities of a diabolus mirror those of a human almost exactly. Adventurer diaboli advance in the same character classes available to humans, suffering the same restrictions and gaining the same abilities.

Diaboli boast two attacks that humans lack: their bite and their tail. The bite inflicts 1d6 points of damage. The tail inflicts 1d4 points of damage and injects a mild poison; a creature failing a saving throw vs. poison is paralyzed for 1d6 rounds. Diaboli are immune to this poison.

Diaboli can wield most weapons but prefer the trident. A trident also grants a diabolus speed. By using both its tail and its trident, the diabolus can turn cartwheels one after the other, doubling its normal movement rate. This maneuver requires concentration; no other action is possible at the same time. Cartwheeling is as fatiguing as running, and can be maintained for 30 rounds at most. The diabolus cannot run normally, but cartwheeling enables it to charge an opponent (standard charge bonuses and penalties apply).

The base Armor Class of a diabolus is 9, better than a human's 10 (owing to the creature's natural defensive skills). Diaboli wear armor similar to that of humans; their AC is 1 point better than humans when wearing the same armor.

The magical effects of the Prime Material Plane have no effect on diaboli; similarly, magic cast by diaboli does not affect creatures native to the Prime Material Plane. Mystaran and diabolus wizards could trade *fireball* spells all day, and neither would take a single point of damage. Clever magic use may still be effective indirectly—for example, a wizard could use *telekinesis* to drop a boulder on a diabolus's head.

Note that diaboli *are* affected by spells cast by other diaboli, and by the magic of other creatures found on the Demiplane of Nightmares (brain collectors, feyrs, nagpas, maelephants, etc.).

Habitat/Society: Most diaboli believe chaos is the natural disorder of all things, and they try to bring its joys to all who are receptive. They do not generally force their beliefs on those who disagree.

The diaboli have no set organizations or rulers but seem to manage quite well without them. They are an anarchist society where customs, a sense of fair play, and other practices keep their trade moving and society functioning.

The diaboli have little interest in violence, and follow a strict moral code of non-interference. Diabolus warriors become so to protect their communities and out of a spirit of adventure; few like to kill for killing's sake. Their technology level is primitive, but their philosophy, art, generosity, and tolerance tend to exceed those of the human race.

Ecology: Diaboli and humans tend to regard one another with revulsion. However, worldly adventurers (usually those of higher level) often overcome such innate prejudices.

Like other AD&D game worlds, the MYSTARA campaign features mighty dragons. Some Mystaran species exist nowhere else. Others grace the skies of distant worlds too, but Mystaran varieties may display subtle differences.

The table below lists all the dragons currently known to inhabit Mystara. All but four—crystalline, jade, onyx, and ruby—are fully detailed in the *Monstrous Manual*. As noted above, some peculiarities distinguish these familiar dragons in the MYSTARA campaign. Variations are described below; otherwise, the *Monstrous Manual* description still applies. For more complete information on dragons in general, see "Dragons, General" in the *Monstrous Manual*.

Alignment

More than any other factor, alignment sets Mystaran dragons apart from those of other realms. Traditional AD&D game dragons are concerned most about the good-evil axis; chromatic, metallic, and gem dragons tend to stay with their own kind because of their common philosophies of evil, good, or neutrality.

On Mystara, the law-chaos axis is considerably more important. Dragons who favor order, cooperation, and civilization are opposed by those who endorse individualism, wild living, and destruction. When it comes to good and evil, Mystaran dragons are predominantly neutral.

Mystaran dragons who interact with player characters often consider law and chaos first, and good and evil second. For example, a Mystaran gold dragon (always lawful and usually good) probably would assist a lawful man before a chaotic one, whether that character is depraved or princely. (On the other hand, if it would benefit the cause of law *and* goodness to assist an individual, so much the better.)

Mystaran Dragons Table

Dragon	Hit Dice*	Alignment** Good/Neutral/Evil
Lawful Dragons		
Gold	16	95%/4%/1%
Crystalline†	15	10%/80%/10%
Ruby††	14	15%/80%/5%
Sapphire	13	5%/90%/5%
Neutral Dragons		
Blue	14	5%/80%/15%
Jade††	13	30%/60%/10%
Onyx††	12	10%/80%/10%
White	11	5%/90%/5%
Chaotic Dragons		
Red	15	1%/4%/95%
Amber/Brown‡	14	20%/70%/10%
Green	13	10%/60%/30%
Black	12	5%/90%/5%

Notes:

* The "Hit Dice" column lists standard hit dice for a juvenile specimen.

** The percentages listed give an idea of the alignment variations in Mystaran dragons. These are guidelines only; an individual dragon's alignment can be whatever the DM needs it to be for a given adventure. Only the law/chaos part of the alignment is rigid.

† Mystara's crystalline dragons are quite different from the crystal dragons from other AD&D game worlds. They have their own entry, therefore, in this appendix.

†† Like their crystalline cousins, the ruby, jade, and onyx dragons are new species of gem dragons unique to Mystara. Each has a full entry on the upcoming pages.

‡ The *Monstrous Manual* includes a "brown dragon." Mystarans know this creature as the "amber dragon" because its scales, which are normally opaque and brown, become as translucent as amber during key stages of its development (adolescence and extreme age—roughly, the very young and young age categories, plus very old and older). Apart from this variation in appearance, and amber dragons' tendency toward chaotic good alignment, they are practically identical to the brown dragon described in the *Monstrous Manual* in terms of habitat, combat, and special abilities.

Gem Dragons

The gem dragons of Mystara differ from those of other AD&D game worlds in one key area: Mystaran dragons lack psionic ability. As far as anyone knows, the psionic species of gem dragons do not exist here.

As mentioned above, Mystara offers four species of gem dragon all its own: crystalline, jade, onyx, and ruby. Like standard gem dragons, these creatures have a smaller chance of causing fear than other dragons. The parenthetical fear save modifiers on the *Monstrous Manual's* Dragon Table apply.

Languages

All of the new Mystaran dragons have a chance of being able to communicate with any intelligent creature. The chance is 15% for hatchlings, and increases 5% per age category of the dragon. In addition, these dragons speak their own languages and the tongue of all gem dragons (and perhaps others, as mentioned in their descriptions).

Special Attacks and Defenses

Remember, besides breath weapons and spellcasting, dragons have a whole arsenal of special attacks, ranging from fear to tail slaps. Even the least intelligent dragon is very crafty, and will use all possible attacks and strategies to the best possible benefit.

Dragon, Crystalline

CLIMATE/TERRAIN:	Cold mountains and any arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Ore, gems, crystal
INTELLIGENCE:	Genius (17–18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	–2 (base)
MOVEMENT:	9, Fl 30 (C), Br 9
HIT DICE:	15 (base)
THAC0:	5 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12 (claw)/1d12 (claw)/2d12 (bite)
SPECIAL ATTACKS:	Varies
SPECIAL DEFENSES:	Varies
MAGIC RESISTANCE:	Varies
SIZE:	G (40′ base)
MORALE:	Fanatic (18)
XP VALUE:	Variable

Though they share many traits with the crystal dragons of other worlds, Mystara's crystalline dragons stand apart. They boast more Hit Dice and are larger. Further, crystalline dragons can employ a unique breath weapon.

At birth, crystalline dragons have white scales that are glossy and opaque, like packed snow. As they age, the scales acquire greater translucence, as if the once-snowy scales were transformed into gleaming glacial ice. Under faint light, the scales of a mature dragon luminesce softly. In bright light, venerable crystalline dragons shine so brilliantly that it pains others to look upon them.

Crystalline dragons speak their own tongue and the tongue common to all gem dragons.

Combat: The crystalline dragon's breath weapon is a blast of freezing cold identical in effect to that of a white dragon. The breath appears as a cone of scintillating particles, like brilliant shards of ice. The breath weapon's secondary effect makes it unique. A victim who fails the saving throw not only takes full damage (per the table below), but all his nonliving carried items must save vs. disintegration (with a +4 bonus) or turn to crystal. If the victim makes his saving throw, the victim takes only half damage and his items are unaffected. Any weapon, tooth or claw turned to crystal can still be used to attack, but will probably (1 to 5 on 1d6) shatter with a successful hit.

If the weapon shatters, it inflicts the minimum possible damage for that blow and is destroyed. A *stone to flesh* spell can be used to permanently turn up to 100 cubic feet of crystal items (easily including all items normally carried by 1 to 3 persons) back to their normal forms. (This is, of course, provided they haven't been shattered already.) A *dispel magic* spell also restores crystallized items (use the age category of the dragon as the opposing caster level).

Habitat/Society: The crystalline dragon especially favors glaciers in arctic and high mountainous regions, making its lair in caves burrowed out of the living ice. It prefers cold regions, where its shimmering scales make it difficult to be seen against a background of ice and snow.

Mystara's crystalline dragons are more serious and orderly than their frolicking crystal kin found in other worlds.

Ecology: Crystalline dragons subsist on a diet of ore and gems. They are also particularly fond of the crystallized remnants of adventurers' equipment, considering them a special taste treat. Glaciers are an ideal home, because as they slowly crawl across continents they scrape up tons of rock and soil. The crystalline dragon uses its massive, sharp claws to burrow through the hard-packed ice in search of veins of mineral-rich strata scraped centuries before from the earth's skin.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1–10	1–6	1	2d4+1	Nil	Nil	Nil	5,000
2	10–22	6–12	0	4d4+2	Nil	Nil	Nil	8,000
3	22–32	12–19	–1	6d4+3	Nil	Nil	Nil	10,000
4	32–50	19–27	–2	8d4+4	Nil/1	Nil	Nil	13,000
5	50–69	27–35	–3	10d4+5	1/1	15%	A, Q	16,000
6	69–88	35–43	–4	12d4+6	1/1 1	20%	A, Q×2, U	17,000
7	88–97	43–50	–5	14d4+7	1 1/1 1	25%	A, H, Q×2, U×2	18,000
8	97–106	50–57	–6	16d4+8	2 1/2 1	30%	A×2, H, Q×3, U×3	19,000
9	106–115	57–64	–7	18d4+9	2 1/2 1 1	35%	A×2, H, Q×4, U×4	22,000
10	115–124	64–73	–8	20d4+10	2 1 1/2 2 1	40%	A×3, H, Q×6, U×6	23,000
11	124–133	73–80	–9	22d4+11	2 2 1/2 2 1 1	45%	A×4, H, Q×12, U×8	24,000
12	133–142	80–87	–10	24d4+12	2 2 1 1/2 2 2 1	50%	A×4, H, Q×24, U×10	25,000

Dragon, Jade

Climate/Terrain:	Any wooded region
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1 (1d4+1)
Armor Class:	–1 (base)
Movement:	9, Fl 30 (C), Sw 9
Hit Dice:	13 (base)
THAC0:	7 (base)
No. of Attacks:	3
Damage/Attack:	1d8 (claw)/1d8 (claw)/2d10 (bite)
Special Attacks:	Varies
Special Defenses:	Varies
Magic Resistance:	Varies
Size:	G (base 35')
Morale:	Fanatic (18)
XP Value:	Varies

The jade dragon is among the most conversational and least hostile on the planet Mystara. At a distance of 120 feet or more, it cannot be distinguished from a green dragon. (An expert viewer might notice that the jade dragon is somewhat smaller than its green cousin, more heavyset, with a thicker and shorter tail, however.) At closer range the dragon's translucent scales shimmer and sparkle in the light, revealing the mighty reptile's true nature.

Jade dragons speak their own language and the tongue common to all gem dragons.

Combat: The jade dragon's breath weapon is a putrid cloud of gas, swirling brown and yellow and green. It has two effects. The first, identical the green dragon's breath, is a blast of choking chlorine gas. It inflicts damage based on the age of the dragon, as described on the table below; and the damage is reduced by half if a save vs. breath weapon is successful.

The second effect comes into play only if the first saving throw is missed. The victim must make a second saving throw—this time vs. poison—or he will become infected with a rotting disease. A living victim cannot be helped by any healing spell or healing item except a *cure disease* spell. The disease also inflicts 1 point of damage per turn. (Characters cannot be re-infected; that is, if a jade dragon breathes three times, and a character fails all three saving throws, the character still suffers only 1 point of damage per turn until the disease is cured—assuming he survives that long.

This disease also causes all nonmetal items in the victim's possession to rot away (magic items get a save vs. acid) in 1d6 turns unless a *cure disease* spell is cast on them during that time.

Habitat/Society: Wooded areas are home to the jade dragon.

Jade dragons pride themselves on being cultured, almost urbane creatures. They love to converse philosophically with creatures of all alignments, so as to show off their wisdom (which they, at least, seem to think is prodigious).

In collecting their hoards, jade dragons take a special interest in art objects. They may look favorably upon characters who offer them new artwork, or interesting pieces of information related to pieces that the dragons already possess. Even a hungry jade dragon will be tempted by these prizes.

Ecology: The jade dragon is omnivorous. It devours all manner of forest creatures when hunger strikes. It may also eat plants; young saplings and bamboo are its favorite vegetables.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2–6	2–4	2	2d6+1	Nil	Nil	Nil	5,000
2	6–14	4–12	1	4d6+2	Nil	Nil	Nil	7,000
3	14–30	12–16	0	6d6+3	Nil	Nil	Nil	10,000
4	30–38	16–22	–1	8d6+4	Nil/1	Nil	I, Z	13,000
5	38–48	22–28	–2	10d6+5	1/1 1	30%	H, I, Z	16,000
6	48–55	28–34	–3	12d6+6	2/2 1	35%	H, I, U, Z×2	17,000
7	55–66	34–40	–4	14d6+7	2/2 2 1	40%	H, I, U×2, Z×4	19,000
8	66–75	40–46	–5	16d6+8	2 1/3 2 1	45%	H, I, U×4, Z×6	20,000
9	75–85	46–52	–6	18d6+9	2 2/3 3 2	50%	H, I, U×8, Z×8	21,000
10	85–96	52–58	–7	20d6+10	2 2 1/3 3 2 1	55%	H, I, U×12, Z×10	22,000
11	96–105	58–64	–8	22d6+11	2 2 2/4 3 2 2	60%	H, I, U×14, Z×12	23,000
12	105–115	64–70	–9	24d6+12	2 2 2 1/4 4 3 2	65%	H, I, U×16, Z×12	24,000

Dragon, Onyx

CLIMATE/TERRAIN:	Nonarctic shady wetlands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 30 (C), Sw 12
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4 (claw)/2d4 (claw)/3d6 (bite)
SPECIAL ATTACKS:	Varies
SPECIAL DEFENSES:	Varies
MAGIC RESISTANCE:	Varies
SIZE:	G (30' base)
MORALE:	Fanatic (18)
XP VALUE:	Varies

Onyx dragons inhabit dismal swamps and dark fens. They are not especially intelligent dragons, but are cunning and stealthy when hunting prey.

At a distance of 120 feet or more, the onyx dragon cannot be distinguished from a black dragon, unless there is bright sunlight (in which case the dragon's bright scales are conspicuous). At closer range the onyx dragon's lustrous, jeweled scales shimmer and sparkle in the light, revealing the mighty reptile's true nature. In sunlight, the onyx dragon's deep black scales shine as brightly as a thousand mirrors.

Onyx dragons speak their own language and the tongue know by all gem dragons. They also know a smattering of Common (or perhaps another humanoid tongue spoken by creatures nearby).

Combat: The onyx dragon's breath weapon is a cloud of inky black acid, all foulness and corruption. It has two effects. The first, identical to the black dragon's breath, is a stream of deadly, corrosive acid (half damage if a save vs. breath weapon is successful). The second effect comes into play only if the first saving throw is missed; the victim must make a second saving throw—this time vs. spell—or a *darkness* spell effect (15-foot radius) appears, centered on the victim. It moves as he moves. It can be countered by a *light* spell, or removed by *dispel magic* (use the dragon's age category as the opposing caster level); otherwise, it remains for 1 round per Hit Die of the dragon. This *darkness* is a special type through which the dragon can easily see; it otherwise functions exactly as a normal *darkness* spell.

If the second saving throw is successful, the *darkness* remains, but is not tied to the target; the victim can move and escape it.

Onyx dragons sometimes use the *darkness* breath in advance of an encounter, to hide themselves and gain surprise.

Habitat/Society: Onyx dragons lair in wetlands, ranging from the tropics to the chillier fringes of the temperate zones. As a rule, they prefer dark, well-shaded areas such as tree-filled bogs. In darker areas, their scintillating scales are less likely to give away their location to prey.

Ecology: Onyx dragons hunt the largest animals in their environments: alligators, herons, manatees, moose, and so forth. They do not hesitate to consume humanoid prey, but they do have enough intelligence to realize that adventurers may be more trouble to kill than the meal is worth.

Onyx dragons do value treasure, especially dark and lustrous gems. However, they tend to have less treasure than other dragons.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3–6	2–5	3	2d4+1	Nil	Nil	Nil	2,000
2	6–15	5–12	2	4d4+2	Nil	Nil	Nil	3,000
3	15–24	12–19	1	6d4+3	Nil	Nil	Nil	5,000
4	24–33	19–27	0	8d4+4	Nil/1	Nil	H×½, Q	9,000
5	33–42	27–35	–1	10d4+5	Nil/2	5%	H×½, Q	12,000
6	42–51	35–43	–2	12d4+6	Nil/3	10%	H×½, Q	13,000
7	51–60	43–50	–3	14d4+7	Nil/4	15%	H, Q	14,000
8	60–69	50–57	–4	16d4+8	Nil/5	20%	H, Q×2	15,000
9	69–78	57–64	–5	18d4+9	Nil/6	25%	H, Q×3	16,000
10	78–87	64–73	–6	20d4+10	Nil/7	30%	H, Q×4	17,000
11	87–96	73–80	–7	22d4+11	Nil/8	35%	H, Q×5	18,000
12	96–105	80–87	–8	24d4+12	Nil/9	40%	H, Q×6	19,000

CLIMATE/TERRAIN:	Non-arctic hills and mountains, and any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11–12)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	–4 (base)
MOVEMENT:	9, Fl 30 (C), Jump 3
HIT DICE:	14 (base)
THAC0:	7 (base)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 (claw)/1d8 (claw)/3d8 (bite)
SPECIAL ATTACKS:	Varies
SPECIAL DEFENSES:	Varies
MAGIC RESISTANCE:	Varies
SIZE:	G (48' base)
MORALE:	Fanatic (18)
XP VALUE:	Varies

At a distance of 120 feet or more, the ruby dragon cannot be distinguished from a red dragon. At closer ranges the dragon's scales shimmer, revealing the mighty reptile's true nature.

Ruby dragons speak their own tongue, the language common to all gem dragons, plus Red Dragon.

Combat: The ruby dragon's breath weapon appears as a wave of incredible fiery, melting heat. This weapon has two effects. The first is a blast of fire (identical to the red dragon's power). The blast's force increases as the dragon ages; see the table below. Anyone caught in the blast can halve the damage with a successful save vs. breath weapon.

The second effect comes into play only if the first saving throw is missed. The victim must make a second saving throw—this time vs. magical fire—for all nonliving items he is carrying. A failed save means these items start to burn or melt. Paper items are destroyed instantly; leather items in one round; all other nonmetal items in two rounds; nonmagical metal items in three rounds; and magical items of all sorts in four or more rounds. If the item has a bonus ("pluses"), add one round to the four-round period for each plus. Items that give immunity or resistance to fire also melt, but in double the normal time. The burning or melting items may be saved if immersed in water before they are destroyed. (Cooling is the key here, not water, so magical remedies such as a *cone of cold* or *ice storm* also halt the damage.) The DM may choose to deduct one or more "pluses" from partially damaged items.

Whatever their age, ruby dragons are completely immune to damage from fire and heat. They delight in frolicking in flows of magma and lava. Their tough jeweled hide also provides solid protection against cold; they receive a +1 bonus on saving throws vs. cold attacks, and –1 point of cold damage per die.

Habitat/Society: Ruby dragons exist in the same habitat red dragons favor. However, they are more willing to venture into higher altitudes, colder climes, and deep underground.

Ecology: Ruby dragons are ravenous carnivores. They also have a great fondness for the most precious of gems, fused in the mightiest of the earth's furnaces. These dragons will attack dwarves gleefully, knowing the little demihumans hoard the gems these dragons find so delicious.

Characters who find themselves trapped by a ruby dragon have a good chance of buying their freedom by offering to lead the dragon to a cache of gems.

Age	Body Length (feet)	Tail Length (feet)	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2–11	3–12	1	2d8+1	Nil	Nil	Nil	4,000
2	11–21	12–21	0	4d8+2	Nil	Nil	Nil	7,000
3	21–39	21–30	–2	6d8+3	Nil	Nil	Nil	9,000
4	39–57	30–49	–4	8d8+4	Nil/1	Nil	E, S, Q	12,000
5	57–75	49–69	–5	10d8+5	Nil/2	25%	H, S, Q	15,000
6	75–93	69–87	–6	12d8+6	Nil/2 1	30%	H, S, Q	16,000
7	93–111	87–107	–7	14d8+7	Nil/2 2	35%	H, S, Q×2	17,000
8	111–129	107–124	–8	16d8+8	Nil/2 2 1	40%	H, S, Q×2	19,000
9	129–145	124–144	–8	18d8+9	Nil/2 2 2	45%	H, S, Q×2	20,000
10	145–155	144–155	–9	20d8+10	1/2 2 2 1	50%	H, S, Q×3	21,000
11	155–163	155–162	–9	22d8+11	2/2 2 2 2	55%	H, S, Q×3	22,000
12	163–171	162–171	–10	24d8+12	2 1/2 2 2 2 1	60%	H, S, Q×3	23,000

Dragonfly

	White	Black	Green	Blue	Red
Climate/Terrain:		Varies; see below			
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Day	Day	Day	Day
Diet:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
Treasure:	Nil	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	3d6	3d6	3d6	3d6	3d6
Armor Class:	2	1	0	–1	–2
Movement:	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)	6, Fl 24 (A)
Hit Dice:	3	3+2	4	4+2	5
THAC0:	17	17	17	17	15
No. of Attacks:	1	1	1	1	1
Damage/Attack:	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d6 (bite)
Special Attacks:	Breath weapon	Breath weapon	Breath weapon	Breath weapon	Breath weapon
Special Defenses:	Nil	Nil	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)	S (3'–4' long)
Morale:	Average (10)	Average (10)	Average (10)	Average (11)	Average (11)
XP Value:	120	175	175	270	270

This creature is a magical crossbreed between the comparatively tiny, benign insect by the same name and an actual dragon. Often called a giant dragonfly, the crossbreed measures 3 to 4 feet long and has a subtly draconian head. Otherwise it looks like the insect; it has two pairs of wings, and the front pair is smaller than the rear. The wings never fold back; even when the creature has landed and is resting, they remain outstretched.

Five distinct types of dragonfly inhabit Mystara: white, black, green, blue, and red. The color reveals which species of dragon a creature takes after—that is, it defines the dragonfly's breath weapon (red, fire; blue, lightning; and so forth).

Note that immature dragonflies, or *nymphs,* are practically a separate monster in appearance and behavior.

Dragonflies have only animal intelligence, and they never talk or use spells.

Combat: Dragonflies dart around very quickly (even normal insect dragonflies are capable of darting at speeds up to 60 miles per hour!), and they are hard to hit. They also can stop instantly and hover in midair before darting off in another direction.

A dragonfly can breathe and bite during each round of combat. It breath weapon inflicts 1 point of damage per Hit Die of the dragonfly. The area affected is only 3 feet long and 1 foot wide; each breath normally affects only one creature. A saving throw vs. breath weapon is allowed only if the victim is not fighting the dragonfly in melee; those in hand-to-hand combat get *no* saving throw against the breath. Characters who successfully make their saving throws take half damage from the breath weapon. There is no limit to the number of times a dragonfly can breathe.

Habitat/Society: Dragonflies roam nearly anywhere except in cool or cold mountains. Most of the five types prefer warm climates that offer plenty of water. For more information, see individual descriptions below.

Ecology: The relatively tiny insects called dragonflies are insectivores; they feed on smaller insects like mosquitoes. The giant dragonflies of Mystara eagerly devour small rodents, birds, bird-sized insects, worms, and slugs. (See individual entries for further detail.)

All dragonflies need standing water to reproduce. For some, this means a journey far from their preferred habitat for the mating season. The female dragonfly lays her eggs under water, attaching the eggs to plants. If she can find a plant large enough for the purpose, she sometimes cuts a slit in the stem or trunk and places the eggs inside. Dragonfly eggs are quite small; half an inch in diameter is typical.

Three to eight weeks after eggs are laid, they hatch. Young dragonflies emerge as dragonfly nymphs (see "Nymph" below).

White Dragonfly

These dragonflies range farther north than others, inhabiting conifer forests and the southern fringes of arctic tundra.

Their life cycle is the shortest of the five species, limited by the brief yet intense summers of their homes. Adults emerge from their old nymph bodies in the springtime, and have but one summer to grow fat on arctic insects (especially mosqui-

toes), small rodents such as rats and lemmings, and the tiny migratory birds that have journeyed to feast on the many insects that buzz under the midnight sun.

In late summer, white dragonflies lay eggs in northern lakes, slow streams, and bogs. When the frost arrives, the adult dragonflies die (which is why they never grow beyond 3 Hit Dice). The eggs, however, as well as the nymphs, adapt to the cold; they can survive being frozen through the long, dark winter. Come spring, they hatch and begin the life cycle anew.

The white dragonfly's breath weapon is a blast of freezing cold and ice crystals.

Black Dragonfly

The black dragonfly lives in dank swamps and temperate bogs. It enjoys climates from the tropics to middle latitudes.

Black dragonflies do not grow very large because there are so many of them; individuals compete intensely to survive within their crowded habitat.

The black dragonfly's breath weapon is a stream of caustic acid, distilled from unpleasant chemicals natural to the insect's decomposing home.

Green Dragonfly

The green dragonfly shares the climate range of the black, from tropical to temperate, but it prefers forested areas.

Its breeding is done in lakes and slow rivers more frequently than bogs, though green and black dragonflies do occasionally compete for territory.

The green dragonfly's breath weapon takes the form of a small cloud of dense green chlorine gas. The dragonfly's body processes the chlorine from plain salt (sodium chloride) found in its environment.

Blue Dragonfly

The blue dragonfly is a creature of the plains, roving over wide landscapes and devouring many small mammals and birds, from thrushes to prairie dogs. It rarely eats insects, except of the giant variety, as they do not satisfy its hunger.

The blue dragonfly lays its eggs in ponds and small lakes that dot the prairies, and in the eddies of slow-moving rivers.

Farmers keep a careful eye out for blue dragonflies during the hot months, when grass fires may easily be sparked by the creature's lightning breath attack.

Red Dragonfly

Most powerful of the dragonflies, the red can grow to 5 feet in length. It inhabits virtually any terrain in temperate and warmer climates, and is known to migrate from one place to another in search of food. Hills and moors often yield the best pickings. Stories are told of red dragonflies that have carried off young lambs; certainly, rabbits are not unusual prey.

The red dragonfly is extraordinarily vicious, and will attack even others of its own kind to satisfy its hunger.

The breath attack of the red dragonfly is a small column of searing fire. It is the most feared dragonfly attack.

Nymph

The young dragonfly, or nymph, looks quite different from the creature that it will grow to be. Nymphs are long-legged and wingless. A chitinous carapace protects their flat body. Their coloration is dark brown or black. There is no consistent relation between the various nymph hues and adult coloration; it is impossible to tell what type of dragonfly a nymph will become based on its color.

Nymphs grow rapidly. Two to three weeks after hatching, a nymph is about 1 foot long and has 1 Hit Die. After a year of growth, it becomes a 2 Hit Die monster, 2 to 3 feet in length.

Combat: All dragonfly nymphs, regardless of species, have an acidic breath weapon. This is a thin jet of greenish liquid that the nymph spits against a single target up to 3 feet away. Nymphs can spit and bite in the same round, but generally do not do so unless agitated.

The nymph breath weapon, like that of the adult dragonfly, inflicts 1 point of damage per Hit Die (that is, 1 or 2 hit points, depending on the nymph's age). A saving throw is only permitted to those not engaged in hand-to-hand combat with the nymph. If the save is failed, or not allowed, one piece of equipment (determine by the DM) is hit by the acid and must make a successful saving throw vs. acid or be destroyed.

The nymph's bite causes 1d2 points of damage. Nymphs have an Armor Class of 5 and have no flying move. All other statistics for nymphs are the same as for their adult forms.

Larger nymphs are more aggressive; 2 Hit Dice nymphs may attack man-sized creatures if sufficiently hungry. They are too stupid to be turned back by something like a show of force; only after attacking something and finding it inedible (several failed attacks against an armored character, for example) will a nymph break off an attack.

Nymphs propel themselves underwater by taking water in through their mouths, passing it through their bodies, and jetting it out behind. They move, therefore, in sudden spurts (Sw 12). Their streamlined bodies make movement easier when their legs are tucked up next to their carapaces.

Habitat/Society: Most dragonflies lay eggs in fresh water, especially lakes and ponds, but some species have adapted to salt water environments. All nymphs are aquatic.

Nymphs live by instinct, not intelligence. Each is simply interested in eating voraciously. Their preferred prey includes insects, tender plants, and small amphibians. The first nymphs to hatch in a group usually make their siblings their first meal.

Ecology: A nymph's life cycle is two years long. During warm months, the nymph eats as much as possible; when weather turns cold, it enters a static state like hibernation. The second winter, the nymph undergoes a metamorphosis within its shell. What emerges in the spring is a completely different creature—an adult dragonfly—that crawls out of the husk that held the nymph. Its iridescent wings spread, and it abandons familiar waters for unknown skies.

Drake, Mystaran

	Mandrake	Wooddrake	Colddrake	Elemental Drake
CLIMATE/TERRAIN:	Any	Any forest	Cold regions	Any (see below)
FREQUENCY:	Rare	Rare	Rare	Very rare
ORGANIZATION:	Cells	Cells	Cells	Cells
ACTIVITY CYCLE:	Day	Day	Night	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	High (13-14)	High (13-14)	High (13-14)	High (13-14)
TREASURE:	R (E)	R (E)	R (E)	Nil
ALIGNMENT:	Any chaotic	Any chaotic	Any chaotic	Neutral
NO. APPEARING:	1d4	1d4	1d4	1d4
ARMOR CLASS:	0	0	0	0
MOVEMENT:	12, Fl 3 (D)	12, Fl 3 (D)	12, Fl 3 (D)	12, Fl 3 (D)
HIT DICE:	3	4	5	6
THAC0:	17	17	15	15
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1d2 (claw)/1d2 (claw)/ 1d6 (bite)	1d2 (claw)/1d2 (claw)/ 1d8 (bite)	1d2 claw/1d2 claw/ 2d4 bite	1d3 claw/1d3 claw/ 1d8+2 bite
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Spell immunities	Spell immunities	Spell immunities	Spell immunities
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' long)	M (3'–5' long)	S (3'–4' long)	L (8' long)
MORALE:	Steady (12)	Steady (12)	Steady (12)	Elite (14)
XP VALUE:	270	420	650	975

The drakes of Mystara are divided into two groups: chaotic and elemental. How closely related these groups are is a matter of disagreement among sages. In both cases, however, the drake is a man-sized creature.

In its true form, a drake resembles a small dragon with tiny wings and without front legs. The wings can support only slow flight for up to an hour at a time. However, drakes are most often encountered in a human or demihuman form; each of the four varieties can assume the form of one or two particular races (see details below). All drakes can use this *polymorph* power as often they desire, changing back and forth from draconian to nondraconian guise.

Drakes have no breath weapons or spellcasting abilities, but they can speak the language(s) befitting their *polymorphed* guise. They may be evil or good (50% chance of each) but, except for elemental drakes, are always chaotic.

Combat: Drakes are extremely intelligent and clever; they tell lies as needed, and surrender rather than fight to the death.

In human or demihuman form, a drake can use any weapon permitted to thieves. The attack and damage information given above applies to dragon-kin form only.

All drakes are immune to spells of 4th level or less. They can cancel this immunity for one round by concentrating—to receive a *cure wounds* spell, for example. They make saving throws as wizards of a level equal to their Hit Dice.

A *protection from evil* (or *good*, as appropriate) spell holds drakes at bay.

All drakes are thieves, having all the class abilities of a 5th-level thief (PP 50%, OL 42%, F/RT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%; backstab ×3). This can be a weakness as well as a virtue. For many drakes, theft is an obsession, like the disorder of kleptomania among humans. (The difficulty of a theft, not the value of the goods stolen, is what interests a drake. Thus, nearly worthless trinkets kept under lock, key, and burly guard would be far more desirable to a drake than a jewel-encrusted golden crown lying beside a road.)

Given their thief abilities, it is natural that drakes prefer to attack by stealth whenever possible, and to take their enemies by surprise and from a position of advantage.

Habitat/Society: The drakes have long been considered a branch of the draconian family, which includes dragons and wyverns, because the drakes' true form closely resembles a dragon. Their shapechanging ability is similar to that of Mystara's gold dragons as well. However, a hsiao scholar has demonstrated convincingly that the mandrakes, wooddrakes, and colddrakes are in fact related to Mystara's puckish fairykind.

Long ago, drakes devoted themselves to the cause of chaos. Their aim was to keep the world unstable—just unstable enough so it wouldn't progress to the point at which it could destroy itself. These drakes recalled a time when human technology almost destroyed Mystara, and they did not wish to see such events repeated.

The ideology of chaos is no longer such a conscious concern of drakes; rather, it has become an integral part of their nature, attitudes, and tendencies.

Chaotic evil drakes act in any way they wish and see no need to justify their behavior to anyone. These drakes revel in the company of other chaotic evil beings, and enjoy corrupting people into selfishness and wanton destruction. Chaotic neutral drakes have the same disregard for the opinions of others, but they are not actively malicious.

Chaotic good drakes, however, still seek a good end through chaos, and are not simply self-serving. They may take it upon themselves to pursue good chaos through adventuring; they seek out places where corrupt order has taken a firm hold (lawful evil philosophy is their nemesis), and try to overthrow it. They believe that all order is inherently corrupt, and only in anarchy can nature properly assert itself. The task of destroying all order is simply too vast, however. Therefore, they reason, it is best to concentrate on tyranny and the like—places where law has obviously gone bad. In fighting evil law, good drakes may be temporary allies with lawful good or even lawful neutral beings.

Drakes are found singly or in small groups, usually among humanoids who are unaware of their true nature. These "cells" of drakes have contact with other cells, creating a network of contacts that may span continents. These contacts are very useful for travel, to establish a new identity if a drake's true nature is uncovered, and for less respectable ends such as fencing stolen goods. (Some chaotic evil drakes use their contacts to help human thieves unload "hot" goods to distant buyers—for a generous cut in the profits, naturally.)

Both alignments of chaotic drakes are very fond of pranks and tricks, and have an acute sense of humor.

Ecology: To promote their chaotic goals, the drakes infiltrated the societies of men, elves, dwarves, halflings, and gnomes. There they subtly promoted their philosophy of chaos, nudging their neighbors into strife and disarray.

Drakes are omnivores. They eat balanced diets much like those of humans and demihumans. They do enjoy raw meat much more than most humans do, however.

Mandrake
These tan drakes can change into human form, and they enjoy the company of men. They often hold minor jobs in stables and taverns in towns (never in positions of importance or power), and may pretend to be adventurers. They steal food from town storehouses, and valuables from wandering townsfolk.

Some mandrakes may actually join thieves' guilds and improve their abilities, though most avoid such lawfulness.

Wooddrake
In their true form, wooddrakes are dark green. They also can assume elf and halfling forms. Otherwise, they're very similar in habits to mandrakes, and are sometimes discovered amidst elven or halfling communities.

Colddrake
These white drakes shun the light of day, living deep underground (usually in icy caverns). They can change themselves into dwarf and gnome forms, and can sometimes be found amidst an underground dwarf or gnome community.

Elemental Drake
Elemental drakes include four species (one for each element). They are distant cousins of the drakes described above, which are more common. Airdrakes are blue, earthdrakes are brown, flamedrakes are red, and water drakes are sea green. (Note: The *Monstrous Manual* describes a dragonet called the "fire drake." This creature is entirely different from the Mystaran flamedrake.)

Combat: Elemental drakes are immune to normal and silver weapons; a magical weapon is needed to damage them.

On the Prime Material Plane, elemental drakes can take the forms of young giants (1 to 4 feet shorter than normal), but they cannot throw rocks in those forms, and can only inflict 2d6 points of damage in hand-to-hand combat (instead of the normal damage done by the giant form). An airdrake can assume the form of a cloud giant; an earthdrake, a stone giant; a flamedrake, a fire giant; and a waterdrake, a storm giant.

Elemental drakes share the abilities, immunities, and vulnerabilities of the more common drakes described above: thieves' skills, spell immunities, and the hedging effects of a *protection from evil* or *good* spell.

On their home planes, elemental drakes cannot change into giant forms; instead, they assume the form of a small elemental, with all the abilities of that form (treat them as a 6 Hit Dice elemental in size and ability).

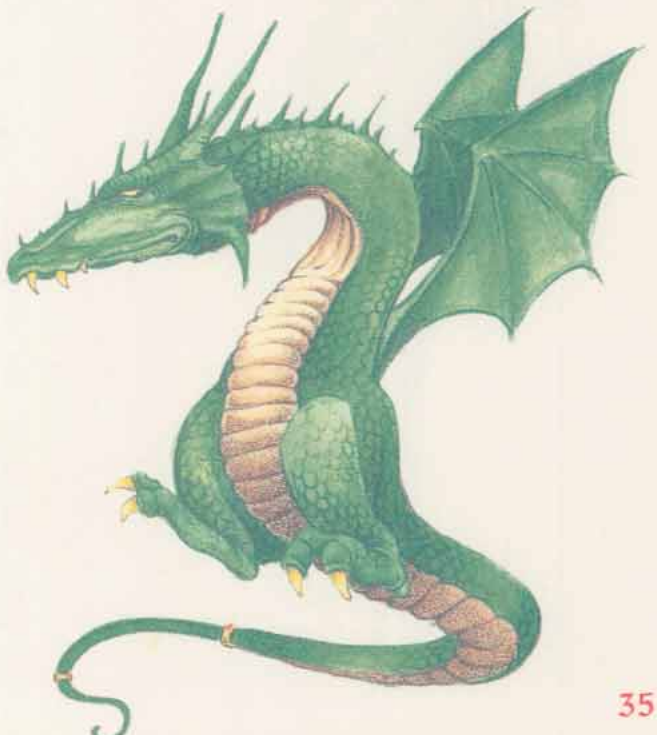
Habitat/Society: These creatures live on the elemental planes, and are very rare on the Prime Material Plane. They cannot normally travel between the planes, but may "ride" along with an elemental or other creature, either to or from their plane of origin. On the Prime Material Plane, elemental drakes are sometimes found amidst the real giants whose forms they can take, acting for their own purposes. The nature of those purposes is elusive. For the most part, elemental drakes seem content simply to observe what goes on. Perhaps they are spies and informants for the elemental planes' rulers, keeping those suzerains well informed about what goes on amongst giantkind.

Like the chaotic drakes, the elemental drakes arrange themselves in "cells" of individuals who can assist each other, while maintaining their "cover" in humanoid society.

Ecology: Elemental drakes are omnivores. Like other drakes, their diet closely matches that of the humanoids they can resemble. In addition, these drakes are nourished by frequent contact with their native element. Given the giants whose shapes they take, arranging such contact is no difficulty, nor is it something that would attract attention.

An elemental drake deprived of contact with its native element will, over the course of days, become weakened (not to mention irritable). Of course, this differs little from the effects of food and water deprivation on humans.

The origin of the elemental drakes is hotly debated among sages. One camp believes the drakes are all descended from a minor subspecies of dragon that adapted to life on the elemental planes. The other side holds that the drake-shape is a coincidental shape evolved by elemental life. Just to confuse things, some rogue thinkers assert that elemental drakes may be the result of magical crossbreeding of elementals and dragons.



Dusanu

CLIMATE/TERRAIN:	Any temperate to tropical
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (10)
TREASURE:	W
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3+1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	9+2
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 (claw)/1d8 (claw)
SPECIAL ATTACKS:	Spores
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	3,000

The dusanu, or rot fiend, is a horrifying and intelligent humanoid that shuffles through the deepest wilderness of Mystara, attacking unfortunate humans and humanoids with its deadly spores.

A rot fiend appears as a yellowing, mold-encrusted human (or humanoid) skeleton, often wearing tattered clothing. Its strange eyes flicker with a haunting blue light, and the foul air near a dusanu is tainted with the spores of its terrible dry rot.

There has been no account of any successful communication with a dusanu, although several sages and wizards have made the attempt.

Combat: In battle, dusanu are intelligent and very cunning. The monsters always attack with their moldy claws, each causing 1d8 points of damage. When attacking, a pack often attempts to form a spore-radiating circle around the intended victim(s). As a rot fiend attacks, its spores radiate outward, filling a 5-foot-radius circle around the creature. Any human, demihuman, or humanoid in this circle must roll a saving throw vs. poison. Those who fail suffer an additional 1d8 points of damage and become infected. (See "Habitat/Society.")

A dusanu's mold-infested bones are particularly soft, even spongy. Their ability to absorb impact protects the creature from damage. Nonmagical weapons inflict only 1 point of damage to the rot fiend, while magical blunt weapons (maces, hammers, etc.) cause only half damage. Other magical weapons, however, inflict full damage upon the creature. The dusanu's nonconductive mold makes it immune to all types of electrical attacks.

Habitat/Society: The dusanu is actually a fungal colony inhabiting a human or humanoid skeleton. Its collective "group mind" grants the creature its intelligence and will. Mold inhabits every crevice of the host skeleton save the eye sockets, from which it emits the strange waste fumes that cause the dusanu's eyes to flicker with an eerie blue light.

A rot fiend reproduces by infecting humans and other humanoids with its poisonous spores. Those infected by these spores do not show any outward signs of infection for 1d3+1 days, save for an itchy rash. However, *cure wounds* spells have no effect on the victim. At the end of this time, yellowish mold begins to erupt from the victim's skin. Each day the victim must make a saving throw vs. death. A victim who fails the saving throw becomes overgrown with mold, resulting in death in less than two hours. The spores can be destroyed with a *cure disease* spell cast on the victim any time prior to death.

After a dormant period of 1d3 days, the mold animates the dead body, creating a new dusanu. The character's personality is lost to the new colony now inhabiting the corpse. All the person's memories and abilities disappear when the spores animate the body.

Dusanu prefer to travel in small packs of 1d3+1 colonies, so characters hardly ever encounter them alone. Rot fiends appear to communicate through the release of spores and can sense one of their own kind up to 10 miles away. The creatures do not seem to choose any particular lair or hunting ground, but instead adopt a nomadic lifestyle. Adventurers find them most often roaming deep forests or swamps far from regular human habitation.

When not attacking humans and other intelligent creatures, rot fiends avoid civilization.

Ecology: Periodically, a dusanu must renew its mold colony by launching spores onto a carcass, rotting tree limb, or other dead object. The spores rapidly grow into mold that consumes the decaying material, then launches new, revitalized spores that feed on the previous mold colony to build a new one. The mold on the dead material dies after it has used up its food supply. In this way, a rot fiend can consume an entire body or tree trunk the size of itself in less than three hours.

Elemental of Chaos, Air/Earth

	Eolian	Erdeen
Climate/Terrain:	Any air	Any earth
Frequency:	Very rare	Very rare
Organization:	Clique	Solitary
Activity Cycle:	Any	Any
Diet:	Air, clouds	Earth, metal
Intelligence:	Very (11)	Very (12)
Treasure:	Nil	Special
Alignment:	Chaotic (any)	Chaotic neutral
No. Appearing:	1d4	1
Armor Class:	2	0
Movement:	Fl 36 (A)	18
Hit Dice:	8	10
THAC0:	13	11
No. of Attacks:	2 or 1	2
Damage/Attack:	2d4 (buffet)/ 2d4 (buffet)	1d12 (fist)/ 1d12 (fist)
Special Attacks:	Suffocation, spells	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (10' long)	L (9' tall)
Morale:	Elite (13)	Elite (14)
XP Value:	5,000	7,000

The elementals of chaos are intelligent creatures native to one of the four elemental planes. Each of these elementals pursues its own interests vigorously with little, if any, care for order on either its home plane or the Prime Material Plane.

All elementals of chaos are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will. Elementals of chaos cast spells at the 9th level of ability.

Eolian

Native to the Elemental Plane of Air, eolians appear as shifting wind-beings that look like heat shimmers, although they are actually cool and solid. The creatures, generally 10 feet long and not more than 5 feet wide, can shift their exact dimensions at whim.

Combat: An eolian plunges enthusiastically into battle, seeing it as the ultimate form of chaos. It normally attacks by buffeting its foe with its windy body. The creature can make assaults like this twice per round, causing 2d4 points of damage with each hit. Instead, if the eolian chooses, it can plunge part of its wavering body into the mouth and lungs of a foe. Doing so requires a successful attack against Armor Class 0. The victim then must make a saving throw vs. death magic or begin to suffocate, automatically suffering 1d8 points of damage per round. An eolian cannot attack while suffocating a foe, but enough of its body remains outside its victim that it can be attacked.

Eolians can cast each of the following spells three times per day: *detect magic, dispel magic,* and *cloud kill.* In addition, the creature can cast *control winds* and *control temperature, 10-foot radius* (only to reduce the temperature) each once per day. An eolian is immune to all air-based attacks, but remains vulnerable to earth-based assaults, which cause it double damage.

Habitat/Society: The vain eolians consider themselves chaos personified. They reflect the nature of their alignment so well that they even change it at least once a day, from chaotic good to chaotic neutral to chaotic evil. The homes of these creatures are vast, swirling maelstroms that catch up their belongings, constantly tossing them aloft.

Ecology: Eolians count anemos and krysts as enemies, as well as the highly regimented horde. They occasionally help adventurers, when the mood strikes them, although they later may get the urge to betray or even harm their "friends."

Erdeen

Erdeens—lumpy rock beings about 9 feet tall—have long veins of metal and ore running throughout their bodies. They originate from the Elemental Plane of Earth.

Combat: In battle, an erdeen moves with surprising grace. It attacks either by slamming its victim with its fists (1d12/1d12 points of damage) or by casting spells.

The elemental can cast each of the following spells three times per day: *detect magic, dispel magic,* and *earthquake.* In addition, an erdeen can cast *transmute rock to mud* at will. The creatures are immune to all earth-based attacks, yet vulnerable to air-based attacks, which inflict on them an additional 3 points of damage per die.

Habitat/Society: Characters rarely encounter the solitary erdeens outside their home plane. When in Mystara, the creatures spend much of their energy rearranging earth and rock into bizarre and unstable configurations. The homes of these elementals constantly shift, topple, and become vacant, as the erdeens move on to new sites. Fascinated by the chaotic instability of earth, these elementals feel amazed that so many creatures view it as a stable element.

Erdeens have been known to trap adventurers underground and engage them in bizarre discussions about the nature of reality. Those who please the quixotic elementals may go free, though what will please an erdeen can be difficult to deduce.

Ecology: The body of an erdeen yields 1d4×1,000 gold pieces worth of precious ores and metals. These creatures consider the stodgy galeb duhr and hydrax enemies, hate hordes, and fear air-based creatures and air-based attacks in general.

Elemental of Chaos, Fire/Water

	Pyrophor	Undine
Climate/Terrain:	Any fire	Any water
Frequency:	Very rare	Very rare
Organization:	Tribe	Solitary
Activity Cycle:	Any	Any
Diet:	Fire	Water
Intelligence:	Very (12)	Average (10)
Treasure:	Nil	Nil
Alignment:	Chaotic evil	Chaotic good
No. Appearing:	1d6+1	1
Armor Class:	3	4
Movement:	12, Fl 36	9, Sw 24
Hit Dice:	7	8
THAC0:	13	11
No. of Attacks:	2	1
Damage/Attack:	2d6 (lash)/ 2d6 (lash)	2d8 (fist) or 1d10 (coil)
Special Attacks:	Fire, spells	Spells, constriction
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5' across)	L (12' long)
Morale:	Steady (12)	Elite (13)
XP Value:	3,000	4,000

The elementals of chaos are intelligent beings native to one of the four elemental planes. Each elemental pursues its own interests vigorously with little, if any, care for order on either its home plane or the Prime Material Plane.

All elementals of chaos are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will. Elementals of chaos cast spells at the 9th level of ability.

Pyrophor

Their eerily shifting features make pyrophors appear as flickering coals 5 feet in diameter, with fingers of flame that periodically flare out. These natives of the Elemental Plane of Fire move very quickly and, in the air, resemble small meteors.

Combat: Every pyrophor loves to cause fires on the Prime Material Plane. In battle, they always attempt to set their opponents on fire by lashing out with spiky finger-flames. A pyrophor can attack twice per round, causing 2d6 points of damage with each hit. In addition, a target a fiery appendage has hit must make a successful saving throw vs. wands or burst into flames; objects that normally don't burn, like metal and stone, receive a +4 bonus to this saving throw. The fire causes 1d6 points of damage each round until put out. Victims must spend 1d4 rounds rolling on the ground or one round immersed in water to douse the flames.

Pyrophors are immune to all fire-based attacks, and can use the following spells three times per day: *detect magic, dispel magic, Melf's minute meteors,* and *fire storm.* They also can cast *affect normal fires* at will. These elementals always suffer maximum damage from water-based attacks.

Habitat/Society: Pyrophors, perhaps the most cavalierly violent of the elementals, revel in the destructive powers of fire. They often use their abilities in malicious play, bathing parts of the Prime Material Plane in "purifying" flame.

Ecology: Bothering the lawful helions always sounds like a lot of fun to a pyrophor. They fear water-type creatures and water attacks, and particularly hate the hydrax and undines.

Undine

Undines reside on the Elemental Plane of Water and rarely visit the Prime Material Plane.

On its home plane, an undine normally looks like a featureless, transparent snake. It can change shape easily, sometimes adopting a form with many tentacles to handle objects. Once per turn, an undine can spend up to five rounds swimming quickly (movement rate of 48) in the form of a spinning coil. These elementals remain invisible while immersed in water.

Combat: An undine can attack using a fistlike pod, by constricting, or with spells. Using its "fist," the creature can attack once per round. If the blow hits, it causes 2d8 points of damage. The undine then can coil around its opponent, squeezing for 1d10 points of automatic constriction damage per round. The elemental can coil around any creature of giant size or less, rendering its foe unable to move, attack, or concentrate.

An undine also can cast the following spells up to three times per day: *detect magic, web, dispel magic, ice storm,* and *transmute dust to water.* An undine's web, made of ice strands, functions in the same way as one from a normal *web* spell. However, flame melts the strands rather than burning them, and trapped victims suffer no damage. The undine itself is immune to all water-based attacks, but fire-based attacks cause the creature double the normal amount of damage.

While on the Prime Material Plane, an undine regenerates 3 hit points per round while in water. When out of water, however, the creature *loses* 1 point per round from drying.

Habitat/Society: The solitary undines possess a philosophy similar to that of djinn: to aid those whom they consider worthy. Little is known of the undines' social structure or ultimate goals, if they have any at all.

Ecology: Undines count helions and hordes as enemies, and fear all fire-based beings and flame attacks.

Elemental of Law, Air/Earth

	Anemo	Kryst
Climate/Terrain:	Any air	Any earth
Frequency:	Very rare	Very rare
Organization:	Flock	Cluster
Activity Cycle:	Any	Any
Diet:	Air	Earth, rock
Intelligence:	Very (12)	Average (10)
Treasure:	Nil	Nil
Alignment:	Lawful neutral	Lawful good
No. Appearing:	1d6	1d6
Armor Class:	1	2
Movement:	12, Fl 36 (A)	24
Hit Dice:	9	9
THAC0:	11	11
No. of Attacks:	3	3
Damage/Attack:	1d10 (whip)/1d10 (whip)/1d10 (whip)	1d12 (spike)/ 1d12 (spike)/ 1d12 (spike)
Special Attacks:	Spells	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5' across)	M (6' across)
Morale:	Elite (14)	Elite (14)
XP Value:	6,000	6,000

The elementals of law are intelligent creatures native to one of the four elemental planes. Each dedicates itself to maintaining the forces of law on both its home plane and the Prime Material Plane, yet they differ wildly in their methods of achieving this goal.

All elementals of law are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will.

Anemo

The anemos, native to the Elemental Plane of Air, direct their energies at creating order from the raw stuff of chaos.

These cottony-looking creatures, approximately 5 feet around, consist of a complex and ordered network of off-white fibers. Their extremely light bodies enable them to perform unbelievably dexterous aerial maneuvers.

Combat: An anemo has little fear of battle, choosing to fight whoever aids the forces of chaos. In combat, an anemo usually attacks by forming itself into a whirlwind, whipping its opponents with a multitude of thin, abrasive fibers. It can attack up to three times per round, causing 1d10 points of damage with each assault.

The anemo is immune to all air-based attacks. It can use *detect magic, dispel magic, solid fog,* and *wind wall* each three times per day (at 9th level). In addition, it can cast *control winds* (at 15th level) and *aerial servant* (which cannot attack the elemental) once per day. An anemo remains vulnerable to earth-based attacks, suffering +3 points of damage per die.

Habitat/Society: Each anemo works closely with others of its kind, forever attempting to catalogue and order all of existence. These creatures are the most likely of all elementals of law to be found outside their home plane.

Ecology: Anemos hate all creatures of chaos, particularly the elementals of chaos, and especially pyrophors; they dislike invisible stalkers as well. They fear earth-based creatures and earth-based attacks.

Kryst

Krysts, intelligent beings native to the Elemental Plane of Earth, have bodies made of quartzlike rock; each kryst looks like a group of 12 golden, crystal spikes all projecting outward from a central point.

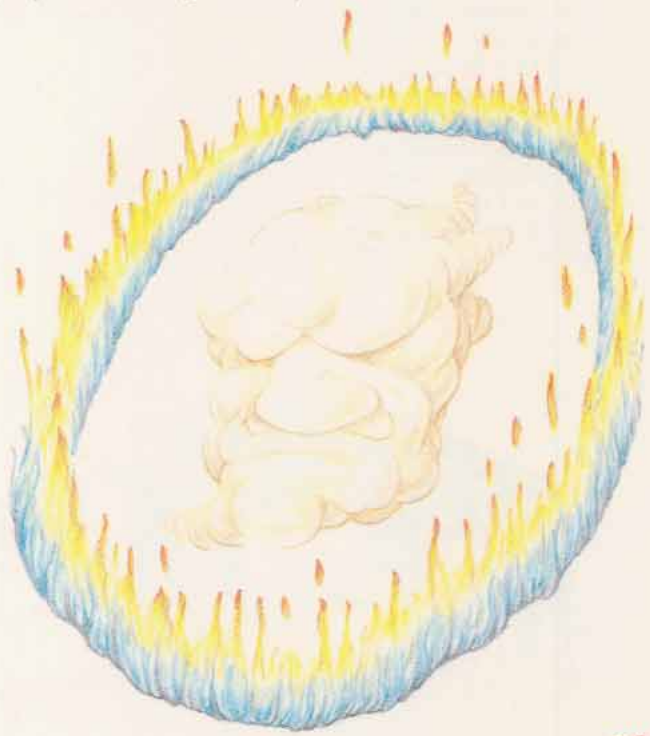
A kryst normally speaks via *telepathy* (120-foot range). If mental contact causes a poor reaction, it accommodates others by switching to written communication. (It etches messages with one of its spikes.)

Combat: Although a kryst never enters a battle without first determining it has no better option, it fights fiercely once committed. These elementals normally attack by ramming their opponents repeatedly with their long spikes. A kryst can attack in this manner up to three times per round, causing 1d12 points of damage with each successful hit.

Krysts are immune to all earth-based attacks and can use *detect magic, dispel magic, wall of stone,* and *transmute rock to mud* each three times per day. In addition, krysts can cast *stone tell* once per day. They cast all spells at 9th level. Krysts remain very vulnerable to air-based attacks, suffering double damage from them.

Habitat/Society: Krysts have a widespread and complex society in their own realms, peacefully living with and helping earth elementals. They welcome visitors, and eagerly seek new knowledge of all types.

Ecology: These elementals fear and hate the hordes, with whom they wage a never-ending war. They are also enemies of the hydrax, though they rarely encounter them. All krysts fear air-based creatures and air-based attacks, although they view no group of these beings as their particular enemies.



Elemental of Law, Fire/Water

	Helion	Hydrax
Climate/Terrain:	Any fire	Any water
Frequency:	Very rare	Very rare
Organization:	Family	Solitary
Activity Cycle:	Any	Any
Diet:	Fire	Ice
Intelligence:	High (14)	Very (12)
Treasure:	Nil	Nil
Alignment:	Lawful good	Lawful evil or lawful neutral
No. Appearing:	1d4+1	1
Armor Class:	1	2
Movement:	9, Fl 24 (A)	6, Sw 18
Hit Dice:	9	5–12
THAC0:	11	5–6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9
No. of Attacks:	1	2
Damage/Attack:	2d8 (squeeze)	1d10 (claw)/ 1d10 (claw)
Special Attacks:	Spells, trap	Spells
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T–G (1'–40' diam.)	L (8' wide)
Morale:	Elite (14)	Elite (14)
XP Value:	6,000	5 HD: 1,400 6 HD: 2,000 7 HD: 3,000 8 HD: 4,000 9 HD: 5,000 10 HD: 6,000 11 HD: 7,000 12 HD: 8,000

The elementals of law are intelligent creatures native to one of the four elemental planes. Each dedicates itself to maintaining the forces of law on both its home plane and the Prime Material Plane, yet they differ wildly in their methods of achieving this goal.

All elementals of law are immune to poison, normal weapons, and 1st- and 2nd-level spells. They also can cast *detect invisibility* at will.

Helion

Helions (HEE-lee-ons) are native to the Elemental Plane of Fire, and characters rarely encounter them elsewhere. These extremely good creatures shun violence of all sorts.

A helion normally looks like a huge (20-foot diameter) ring of pulsating flame. However, helions can twist their bodies in an extraordinary range of motion; they can shrink down to a mere 1 foot across or expand their diameters to 40 feet.

Combat: Helions loathe combat and, even in the midst of battle, constantly search for a more peaceful resolution to conflict. When in combat, a helion attempts to form a ring around its opponent. On a successful attack roll, the elemental shrinks around its victim(s) in a trap. (The helion can control its own temperature and will not burn a trapped victim.) It can squeeze its captured foe for 2d8 points of damage per round, but it rarely tries to damage opponents this way, preferring to negotiate peaceful terms.

A helion can use *detect magic, dispel magic, wall of fire,* and *purifying flame* (works as a *cure disease* spell) three times per day. Additionally, a helion can cast *affect normal fires* at will. It casts all spells at 9th level. Helions, though immune to all flame-based attacks, remain vulnerable to water-based attacks, from which they suffer double damage.

Habitat/Society: Helions form tight family groups known as rings. Each ring has 1d4+1 members. Rings of helions move methodically about the Elemental Plane of Fire, meeting to discuss and debate philosophical matters of all kinds.

Ecology: The helions are famed philosophers and negotiators. In times of great crisis, brave adventurers journey to the Elemental Plane of Fire to find aid for their people. The main foes of helions include the efreet and the elementals of chaos.

Hydrax

Hydraxes are native to the Elemental Plane of Water, and of all the elementals of law, they seem the least likely to venture from their home plane. These large, crablike creatures of deep blue ice have 8-foot bodies with six legs and two claws.

Combat: In battle, the hydrax attacks with either its two icy claws (causing 1d10 points of damage each) or with spells. It can cast *detect magic, web, dispel magic, wall of ice,* and *transmute dust to water* three times per day. Once per week it also may use *reflecting pool* at the level at which it casts the others—as a 9th-level spellcaster. Hydraxes are immune to all water-based attacks, but suffer maximum damage from fire-based attacks.

Habitat/Society: Hydraxes are solitary creatures who, though lawful in behavior, tend to align with the forces of evil. They spend much of their time creating complex cities and devices of great beauty with tools made of ice. They seldom work together on such efforts, however. Each hydrax instead waits its turn to add to their strange group efforts.

Ecology: The most common enemies of the hydraxes are the undines and the erdeens; the crablike elementals fear earth-type creatures and earth attacks, particularly those of the erdeens.

	Aryth	Bogan	Fylgar	Gretch	Ulzaq
Climate/Terrain:	Any	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Day	Any	Day	Day	Night
Diet:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	High (13)	Very (11)	Very (11)	Very (12)	Low (6)
Treasure:	Q	Q	Q	Q	Q
Alignment:	Any good	Any evil	Any lawful	Any neutral	Any chaotic
No. Appearing:	1	1	1	1	1
Armor Class:	0	0	0	0	0
Movement:	9, Fl 18 (B)	12, Fl 30 (A)	6, Fl 24 (A)	15, Fl 18 (C)	6
Hit Dice:	3	3	3	3	3
THAC0:	17	17	17	17	17
No. of Attacks:	1	1	1	1	3 or 1
Damage/Attack:	1d4 (tail)	1d4 (bite) or 1d3 (tail)	1d4 (bite) or 1d4 (tail)	1d4 (bite) or 1d4 (tail)	1d2 (claw)/1d2 (claw)/ 1d4 (bite) or 1d4 (bite)
Special Attacks:	Sleep	Charm, poison	Nil	Dexterity drain, slow	Strength drain, confusion
Special Defenses:	—— +1 or better weapon to hit, regeneration, invisibility, immune to cold and fire; also see below ——				
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	T (1′ tall)	T (1′ tall)	T (2′ tall)	T (2′ tall)	T (2′ tall)
Morale:	Steady (11)	Average (10)	Elite (13)	Steady (11)	Average (10)
XP Value:	2,000	2,000	975	1,400	2,000

Although the unique familiars of Mystara look like tiny humanoid creatures, these are actually the normal forms Immortals take when they visit the Prime Material Plane on special missions or to perform acts of penance. As a familiar, the Immortal serves a mortal master: a wizard of similar alignment. *Note that text in this entry refers only to the five special familiars listed here, not to regular wizard familiars.*

The five types of familiar correspond to the five spheres of the Immortals. Each of these spheres corresponds roughly to a particular alignment. The chart below shows the familiar type that represents each sphere/alignment.

Familiar	Sphere	Alignment
ulzaq	energy	chaos
bogan	entropy	evil
fylgar	matter	law
aryth	thought	good
gretch	time	neutral

Immortals do not follow these classifications exclusively; for example, an Immortal of thought might choose to take the form of a fylgar. As a familiar, then, it would possess connections to both law (for fylgars) and good (for its thought sphere), making it a fylgar of lawful good alignment.

The tiny humanoids all have small wings and an assortment of powers, but each type of familiar boasts its own unique strengths, weaknesses, and physical features.

While it remains a willing (and magically bound) servant, a familiar can communicate telepathically with its master for up to 1 mile. In addition, a master within that range can use all the familiar's senses (including infravision) and gains a +3 bonus to all saving throws while in physical contact with it.

Combat: In battle, a familiar attacks with its tail and bite. (The ulzaq may use its claws as well.) Damage varies with the type of familiar, and each type has special combat abilities.

All familiars are immune to nonmagical weapons, as well as cold- and fire-based attacks. They can become invisible (per the spell *invisibility*) and can cast *detect evil* and *detect magic* at will. These creatures all have infravision with a 60-foot range. Each can regenerate 1 hit point of damage per round (as with the *regenerate* spell) and pass this ability on to their masters no more than 10 feet away. Familiars all use their magical abilities as if they were 21st-level wizards.

If a familiar ever falls to 0 hit points, its body on the Prime Material Plane is destroyed, and its life-force returns to its home plane. The character whom the creature served will not be granted another familiar for at least one year and suffers the permanent loss of 1d4+1 hit points due to the shattering of the mystic connection upon the familiar's death.

Habitat/Society: The familiars of Mystara serve their masters out of either choice or duty, depending on the reason they were sent to the Prime Material Plane. In most cases, a familiar allows a wizard to bind it into service with a *find familiar* spell. Unlike most such creatures, however, Immortal familiars often choose their masters carefully, either searching out a wizard of the proper alignment who is trying to summon a familiar, or even presenting themselves to a chosen wizard and telling this character to cast the spell. A completed spell binds Immortal familiars just as it would any other familiar.

Certain high-level wizards have been known to bind an unwilling familiar to their service; only a few know the exact method to perform such a binding. This very risky procedure involves long, dangerous, and costly magical operations and produces a weaker bond than if the candidate were willing. If such a familiar ever escapes its magical bindings, it will focus all of its abilities on punishing its former captor.

Once per week, a familiar may use its special Immortal knowledge and insight to help its master make an important decision. The aid it gives equates to that of a *commune* spell.

Ecology: Although in their Immortal forms, familiars do not need sustenance, while on the Prime Material Plane they need

rest, food, and drink to survive, just like nonmagical creatures.

Familiars can speak, but rarely choose to communicate with anyone except their masters. They normally assist their masters in all manner of tasks, from magical experiments to epic quests. Their special abilities make them adept at spying and scouting enemy camps. Because of the harm a familiar's death inflicts on its master, wizards seldom use them as guards or warriors.

Familiars make their homes wherever their masters live, and the two seldom stray far from each other.

Aryth

Aryths have the most unassuming appearance of any familiar. These tiny humanoids (1 foot tall) have bright green eyes and translucent skin the color of black pearl. The aryth's long tail and delicate wings seem thin almost to the point of invisibility.

An aryth can polymorph into either a spider monkey or a sparrow (per the spell *polymorph self*). In combat, the familiar attacks with its tail, which contains hundreds of tiny soporific stingers in its tip. Anyone struck by the tail suffers 1d4 points of damage and must make a successful saving throw vs. spell or fall asleep for 2d4 rounds.

The amazingly perceptive aryth can cast *detect lie* at will. In addition, it can use a *protection from evil 10-foot radius* spell three times per day. An aryth never willingly serves a master not of good alignment.

Bogan

The tiny bogan has sharp, humanoid features. Its skin and four petite wings bear the mottled blue-green hue of the dragonfly, while its short, scaly tail is either bright blue or green. Its eyes, large and blue, help make this creature remarkably attractive. In fact, many mortals have met their doom after becoming infatuated with—then betrayed by—one of these beauties.

A bogan can polymorph into a garter snake and a macaw. In combat, it either lashes out with a tail that boasts a knife-sharp edge along two-thirds of its length or it bites with envenomed teeth. Anyone the bogan bites must make a saving throw vs. paralyzation or shake uncontrollably for 1d4 rounds (–2 penalty to attack). Bogans themselves are immune to poison.

These cunning familiars can cast *charm person* three times a day. They will talk to anyone they feel they can manipulate or hurt, occasionally even allowing themselves to be bound to good-aligned wizards in the hopes of eventually bringing about their masters' downfall.

Fylgar

Fylgars, the most attractive familiars, have large, brightly colored wings and rounded, childlike features framed by curly hair. Their long catlike tails bear a coat of pastel, soft, feathery fur. Even in harsh conditions, they wear light, gauzy garments.

Fylgars can polymorph themselves into either black cats or hawks. They have extremely quick reflexes (improving all their initiative rolls by +1), and are extraordinarily agile fliers. When attacking with their long, whiplike tails (natural form only), these familiars gain a +4 to attack rolls.

Three times a day, fylgars can cast *invisibility, 10-foot radius*, and they can use *detect invisibility* at will. They only willingly serve lawful masters; in fact, some have fallen deathly ill when forced to serve one of chaotic alignment. Fylgars despair over the vicious acts of the ulzaqs and attempt to send such creatures back to their home plane whenever possible.

Gretch

The lumpy, grayish gretch bears small, pointed horns, oversized hands, and a barbed tail. Its short but powerful leathery wings, though functional, do not permit it to fly well.

Gretches can polymorph at will into either ravens or giant rats. If not polymorphed, the creature attacks with its poisonous tail. Victims hit by the tail must make a saving throw vs. poison: Failing means losing 1 point of Dexterity per hit. They can regain lost Dexterity at a rate of 1 point per turn, starting one turn after the loss of the last point. A victim whose Dexterity drops to 3 falls unconscious and remains so until the ability score returns to at least 4. The gretch is immune to mind-affecting spells. Once a day it may cast *slow* on foes.

These familiars feel less choosy about the alignment of their masters than the other Immortal familiars do. Although they prefer to serve one of neutral alignment, a gretch will become bound to the master it thinks will make the fewest demands of it. Gretches enjoy practical jokes, so any wizard who forcibly binds one into service is well advised to keep alert, lest one of the familiar's jokes "accidentally" harms (or kills) the master.

Ulzaq

By far the ugliest of the familiars, ulzaqs possess hideous, misshapen features, scaly yellow-brown skin, and gnarled horns sprouting from their tiny heads. Their vestigial leathery wings do not permit them to fly. Ulzaqs perpetually cover themselves in mud and filth, as one of their main pastimes is diving into dirt, trash, and other forms of refuse.

An ulzaq can polymorph itself at will into a bat or frog. In normal form, the creature attacks with filthy talons and vicious fangs. Whatever the ulzaq's form, its bite wounds drain 1 point of the victim's Strength per hit (negated by a successful saving throw vs. poison). Characters can regain lost Strength at a rate of 1 point per turn, starting one turn after the loss of the last point. A victim whose Strength drops to 3 falls unconscious and cannot be awakened until the ability score rises to 4.

These familiars are immune to electrical attacks. Once per day, an ulzaq can cause confusion (per the spell *confusion*).

Petty and venal creatures, ulzaqs wallow in the misery of others. Many search out weak masters, who often fall prey to their manipulation and end up doing the familiar's sinister bidding. Ulzaqs love to torture or plague a target for weeks before causing this victim's disgrace and violent death.

Ulzaqs hate fylgars as much as fylgars detest them. An ulzaq attacks this enemy on sight, taking the time to torture the fylgar, if possible; the vicious creatures especially like to pluck the feathers from the wings of a fylgar captive. In general, they destroy the beauty in anything they see.

Frost Salamander

	Frost Salamander	Ice Crab
Climate/Terrain:	Any arctic	Any arctic
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Omnivore	Ice
Intelligence:	Low (5–7)	Animal (1)
Treasure:	E	Q
Alignment:	Chaotic evil	Neutral
No. Appearing:	1d3	2d4+1
Armor Class:	3	5
Movement:	12	6
Hit Dice:	12	2
THAC0:	9	19
No. of Attacks:	5	2
Damage/Attack:	1d6 (claw)/ 1d6 (claw)/ 1d6 (claw) 1d6 (claw)/ 2d6 (bite)	1d4 (claw)/ 1d4 (claw)
Special Attacks:	Radiates cold	Surprise, cold touch
Special Defenses:	Immune to cold, +1 or better to hit	Immune to cold
Magic Resistance:	Nil	Nil
Size:	L (8′ long)	S (2′ diameter)
Morale:	Steady (11)	Average (10)
XP Value:	9,000	175

Frost salamanders, natives of the Paraelemental Plane of Ice, thrive in very cold places. They are sometimes found on other elemental planes and may find themselves summoned to the Prime Material Plane.

This creature looks like a large lizard with white or blue-white scales. Its six legs end in vicious claws that allow it to move along even the slickest ice. Frost salamanders have blue eyes and translucent white teeth that look like icicles.

The frost salamander gets its name because so many consider it a cold-dwelling version of the normal salamander, which comes from the Elemental Plane of Fire.

Combat: A frost salamander is immune to all cold-based attacks. It radiates cold in a 20-foot radius, causing 1d8 hit points of damage to all creatures within this area. It attacks without any plan other than to rip its opponent to shreds by the fastest means possible. Individual creatures do not coordinate attacks.

This monster never uses weapons; it attacks by rearing up on its hindmost legs, clawing with its four forward claws, then biting.

If near a pool of icy water, the frost salamander often pushes its victim into the water, possibly causing incidental damage from exposure, either during the battle or later. It carries its dead victims into an icy pool or other very chilly area, as it prefers to not eat warm flesh.

A frost salamander suffers an additional 1 hit point of damage per die of damage in fire-based attacks.

Habitat/Society: Frost salamanders sometimes leave their otherplanar home to visit especially cold places on the Prime Material Plane for reasons known only to them, or through summoning.

Clearly, these creatures hate warm surroundings. In fact, they suffer 1 hit point of damage for each turn they spend in a region with a temperature above freezing. Typical frost salamander lairs are quite cold—near frozen pools or on windy, arctic plains. They bask in chilling winds the way most creatures relax in sunlight; they enjoy being recipients of such spells as *cone of cold*, too.

Items found in the lairs of frost salamanders often have frozen into blocks of ice or have turned very brittle from the cold; the low temperature almost always ruins magical potions. Melting treasure free can take several hours, and characters should not attempt to carry frozen items without hand coverings.

Ecology: Frost salamanders usually eat frozen meat but also can eat any plants they happen to find. These voracious predators prefer to avoid competition with other cold-dwelling creatures.

The sluggish, bright blue liquid in a frost salamander's veins can be used to temper a frost brand; a bone from this creature makes a fine component for a *wand of frost.*

Frost salamanders hate regular salamanders, and the enmity is returned; the two creatures attack one another on sight, on the rare occasions when they find themselves in the same place at the same time.

Ice Crab

Ice crabs, sometimes found with a frost salamander, always stay in freezing areas too, especially icy pools. Ice crabs look much like normal crabs, but have two claws and only four legs; their white shells have pale blue edges.

Not only can these creatures blend in well with their surroundings, they are adept at remaining still until prey approaches; this ability gives opponents a –4 penalty to surprise rolls. A successful hit from a claw attack causes 1d4 points of normal damage, plus 1d3 hit points of cold damage.

Ice crabs collect only gems as treasure, usually diamonds or pearls.

Fundamental, Air/Earth

	Air	Earth
Climate/Terrain:	Any windy	Any cavern
Frequency:	Rare	Rare
Organization:	Flock	Flock
Activity Cycle:	Any	Any
Diet:	Air	Earth or metal
Intelligence:	Semi- (3)	Semi- (3)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	2d10	2d10
Armor Class:	6	3
Movement:	Fl 24 (A)	Fl 9 (B)
Hit Dice:	1+1	1+1
THAC0:	19	19
No. of Attacks:	1	1
Damage/Attack:	1d6 (ram)	1d6 (ram)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (1' wingspan)	S (2½' wingspan)
Morale:	Average (8)	Steady (12)
XP Value:	120	120

Among the least powerful creatures inhabiting the elemental planes are the fundamentals. Each of these creatures resembles a pair of batlike wings without a head or body. Fundamentals never cease their flying, not even to land or rest a moment.

Air Fundamental

Air fundamentals have a wingspan of approximately 1 foot. Their extraordinarily thin wings look transparent, while the creatures' color nearer their middle ranges from translucent, pearly white to pale blue. The only sound these elementals make is a whispery hum created by the minute vibrations of their tissue-thin wings.

Combat: In combat, air fundamentals flock together and swoop down on their target. It is not known how fundamentals "see" victims, although they may detect their body heat.

Due to these creatures' natural coloration, their opponents suffer a –2 penalty to surprise rolls.

A fundamental's only attack is a ramming dive in which the creature strikes its target with its own body, inflicting 1d6 points of damage. This attack does no damage to the fundamental itself.

These creatures can be harmed only by magic or magical weapons and remain immune to mind-affecting spells such as *sleep* and *charm*. Treat them as enchanted creatures for the purposes of spells such as *protection from evil*.

Habitat/Society: Air fundamentals usually appear on the Prime Material Plane in particularly windy places or at the tops of jagged mountains. Characters always encounter them in flocks, and they occasionally accompany more powerful elemental creatures to the Prime Material Plane.

Just how or why fundamentals come to reside on the Prime Material Plane is unknown. Some theorize that these rather weak elementals find themselves inadvertently drawn into the Prime Material Plane when a more powerful elemental intentionally crosses over or is summoned from its home plane. Possibly, the more powerful elementals send these creatures to the Prime Material Plane for their own unknown purposes.

Ecology: Fundamentals, as foreigners to the Prime Material Plane, do not play an important role in the overall ecology of any area.

The body of an air fundamental can be used to help create a *potion of flying*. However, when one of the creatures dies on the Prime Material Plane, its body quickly returns to the Elemental Plane of Air unless someone places it in a blessed container within two rounds of the creature's death.

Earth Fundamental

Earth fundamentals, larger than the other three types, have a wingspan of up to 2½ feet. These very solid creatures boast thick wings of deep brown and black.

Combat: Earth fundamentals attack with the same swooping dives as their airy brethren. However, their tactics often involve sweeping very low along the ground and attempting to knock their targets over. When an earth fundamental gets a 20 on an attack roll, its victim must make successful saving throw vs. paralyzation or fall to the ground.

Earth fundamentals have the same immunities as air fundamentals.

Habitat/Society: Flocks of earth fundamentals gather on the Prime Material Plane in places where the element of earth seems particularly concentrated, including tar pits and deep caverns.

Ecology: Earth fundamentals consume earth, gems, and metal. They occasionally dine on the remains of an unfortunate adventuring party's armor.

If collected in a blessed container, the essence of an earth fundamental can help recharge a *wand of metal and mineral detection*.

	Fire	Water
Climate/Terrain:	Any fiery	Any water
Frequency:	Rare	Rare
Organization:	Flock	Flock
Activity Cycle:	Any	Any
Diet:	Any combustible	Any liquid
Intelligence:	Semi- (3)	Semi- (3)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	2d10	2d10
Armor Class:	5	4
Movement:	Fl 18 (B)	Fl 12 (B)
Hit Dice:	1+1	1+1
THAC0:	19	19
No. of Attacks:	1	1
Damage/Attack:	1d6 (ram)	1d6 (ram)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (2' wingspan)	T (1'–2' wingspan)
Morale:	Steady (12)	Steady (12)
XP Value:	175	120

Among the least powerful creatures inhabiting the elemental planes are the fundamentals. Each of these creatures resembles a pair of batlike wings without a head or body. Fundamentals never cease their flying, even to land or rest a moment.

Fire Fundamental

This deep bluish-black creature appears constantly enshrouded in flames. Fire fundamentals have 2-foot wingspans and occasionally cause small fires when they brush by particularly flammable objects, such as dry leaves or paper.

Combat: In combat, fire fundamentals flock together and swoop around their opponents in a kinetic whirlwind of activity. It is unknown how fundamentals "see" their targets, although they may detect body heat.

A fundamental's only attack is a ramming dive in which the creature strikes its target with its own body, inflicting 1d6 points of damage. This attack does no damage to the fundamental itself.

These creatures can be harmed only by magic or magical weapons and remain immune to mind-affecting spells such as *sleep* and *charm*. Treat them as enchanted creatures for the purposes of spells such as *protection from evil*. In addition to the above immunities, these fundamentals suffer no damage from fire attacks.

Habitat/Society: Fire fundamentals usually appear on the Prime Material Plane in spots such as volcanoes or places where natural gas commonly burns. They always move in flocks and often accompany more powerful elemental creatures to the Prime Material Plane.

Just how or why fundamentals come to reside on the Prime Material Plane is unknown. Some theorize that these rather weak elementals find themselves inadvertently drawn into the Prime Material Plane when a more powerful elemental intentionally crosses over or is summoned from its home plane. Possibly, the more powerful elementals send these creatures to the Prime Material Plane for their own unknown purposes.

Ecology: Fundamentals, as non-natives of the Prime Material Plane, do not play an important role in the overall ecology of any particular area.

The body of a fire fundamental can help create a *potion of fire resistance*. As with others of its kind, when one of these fundamentals dies on the Prime Material Plane, its body quickly returns to the Elemental Plane of Fire, unless placed inside a blessed container within two rounds of the creature's death.

Water Fundamental

Water fundamentals bear translucent wings spanning 1 to 2 feet. Tiny droplets of water continually spray from these wet, glistening wings. In bright sunlight, they appear as fantastically beautiful, rainbow-colored creatures, casting pools of colored light over the surface of the water as they skim above.

Combat: Water fundamentals attack with the same swooping dives as their fiery brethren. Tactically, these water-based creatures tend to charge a target straight on, *en masse*.

Water fundamentals share the normal immunities of their kind. In addition, their lack of coloration means that the creatures surprise their foes easily (except in direct sunlight); opponents suffer a –2 penalty to their surprise rolls.

Habitat/Society: Characters always see water fundamentals flying above large bodies of water. They are most often found above deep water, particularly oceans and the deepest of lakes. Not only do they consume water for sustenance, they must immerse themselves in it at least once an hour in order to survive.

Ecology: The water that composes much of this creature's body can be used in the creation of a *potion of water breathing*. However, a fundamental that dies on the Prime Material Plane quickly vanishes, returning to the Elemental Plane of Water. In order to use this fundamental fluid, a character must collect it in a blessed container and mix it into the potion within two rounds of the creature's death.

Gargantua

	Carrion Crawler	Troll
Climate/Terrain:	Subterranean	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Night
Diet:	Carnivore	Carnivore
Intelligence:	Non- (0)	Low (5–7)
Treasure:	B×2	Q×2 (D×2)
Alignment:	Neutral	Chaotic evil
No. Appearing:	1	1
Armor Class:	3 (head)/7 (body)	4
Movement:	24	24
Hit Dice:	12+4	24+24
THAC0:	7	3
No. of Attacks:	8 or 1	3
Damage/Attack:	4d2 each (tentacles) or 4d2 (bite)	4d4+16 (claw)/ 4d4+16 (claw)/ 4d6+24 (bite)
Special Attacks:	Paralysis, swallows whole	Throws stones, swallows whole
Special Defenses:	Nil	Regeneration
Magic Resistance:	Nil	Nil
Size:	G (36' long)	H (20' tall)
Morale:	Elite (14)	Champion (16)
XP Value:	9,000	24,000

The gargantua of Mystara are extremely large and powerful specimens of other monstrous species. Such creatures horrify characters chancing upon them due to both their size and their ferocity. Those listed here are the most common forms of gargantua on Mystara, but any type of monster, creature, construct, or humanoid could have a gargantuan form, too.

Gargantua strongly resemble normal specimens of a particular monster, differing only in their extreme size. For example, a gargantuan troll is green and warty with a long skinny body and grimy claws, just like a regular troll. It also happens to stand approximately 20 feet tall.

Combat: In battle, gargantua fight in the same manner as the normal specimens of their species. However, their great size causes them to make lots of noise while moving, so they cannot surprise anything. Gargantua that are huge (H) or larger in size also suffer a –4 penalty to their attack rolls when battling man-sized (M) or smaller opponents.

Gargantuan creatures have the same number and type of attacks, Armor Class, and alignment as their smaller brethren. Magical abilities likewise remain unchanged, except for regeneration (per the *regenerate* spell), which occurs at twice the normal rate.

Many, but not all, gargantua can swallow opponents whole on a bite attack roll of a natural 20.

Habitat/Society: The first of these creatures were the extraordinary creations of the wizard Gargantua. Such monsters have appeared across the various lands of Mystara for the past 100 years and more. It is unknown whether Gargantua still lives in some hidden location, creating even larger and stranger beings. It is also unknown whether his gargantuan "children" can reproduce, although many of the most learned wizards and sages fear this is, indeed, the case.

Gargantua are solitary, though they may come together for mating purposes.

Ecology: Gargantua consume the same type of food as do their smaller counterparts, but they require vast numbers of calories to keep their immense bodies functioning. Their tremendous size also means they rarely live anywhere but in the most isolated of regions, only occasionally venturing into more civilized lands.

Carrion Crawler

Unlike the normal kind, the gargantuan carrion crawler does not feed solely on carrion. Instead, this monstrous creature actively hunts for meals—although anything smaller than an elephant usually avoids its notice.

Like a regular carrion crawler, the gargantuan version attacks to paralyze opponents, then tries to eat them. Unlike smaller versions, the gargantuan carrion crawler can swallow man-sized or smaller opponents whole.

Gargantuan carrion crawlers have been spotted only in the largest underground caverns in the wilds of Mystara.

Troll

The gargantuan troll remains one of the more terrifying creatures on Mystara. It is not known whether more than one of these horrifying monsters exists. Sages fervently hope that the wizard Gargantua had wisdom enough to create only one such being, as a race of gargantuan trolls might prove powerful enough to destroy all the world's civilization.

Like normal trolls, gargantuan trolls can attack multiple opponents at the same time, and while they never use melee weapons, they occasionally throw large stones at opponents (with a range of 80 yards, causing damage of 4d8 points on a hit). No one has ever severed a limb of a giant troll and lived to tell whether the limb continued to fight after being separated from the creature's body. If such an unlikely event were to occur, sages believe, the limb would fight on.

Gargantuan trolls regenerate hit points at a rate of 6 points per round. They have all the vulnerabilities of normal trolls. They are also the smartest gargantua known on Mystara.

Other Varieties

Other forms of gargantua are possible, though none with an Intelligence higher than 7 has ever been seen. The DM can develop gargantuan creatures with the following guidelines.

- Climate/Terrain, Activity Cycle, Diet, Intelligence, Alignment, Armor Class, No. of Attacks, and Magic Resistance: the same as for the normal version of the creature.
- Frequency: very rare.
- Organization: solitary.
- Treasure: twice the normal amount.
- No. Appearing: 1.
- Movement: twice normal rate.
- Hit Dice: four times normal, including four times any additional hit points (for example, 4+4 HD becomes 16+16 HD).
- THAC0: per Hit Dice of the gargantua.
- Damage/Attack: four times normal.
- Special Attacks: per normal, though the DM can choose to increase ranges and area of effect by up to a factor of four; damage for special attacks also should increase to four times normal, if appropriate. Many gargantua, if they roll a 20 for a biting attack, can swallow opponents whole.
- Special Defenses: per normal-sized creatures, except regeneration rate (if any) doubles.
- Size: four times normal.
- Morale: elite or better.
- XP Value: per Hit Dice and abilities of the gargantua.

Geonid

Climate/Terrain:	Any subterranean
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	K (C)
Alignment:	Chaotic neutral
No. Appearing:	2d6
Armor Class:	–2
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d8 (claw) or by weapon
Special Attacks:	Surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3'–4' tall)
Morale:	Steady (11)
XP Value:	65 175 (priest)

Geonids—small, intelligent cave-dwellers—live and hunt in clans within tunnel complexes or natural cave systems.

The bipedal geonids have two arms ending in sharp, three-part claws dexterous enough to wield tools and weapons. A geonid protects its tender flesh with a mottled gray outer shell, which gives the creature an unusual appearance. The geonid's arms and legs protrude from small openings in the bottom of the shell and can be withdrawn for either protection or camouflage. With its limbs retracted, a geonid cannot easily be distinguished from a small boulder.

Geonids speak to each other using a series of clicks and shell gestures incomprehensible to outsiders. A few specimens (perhaps 10%) have learned basic Common.

Combat: Geonids rarely seek out combat, fighting only to defend their lairs or attack prey. (Geonids are particularly fond of horseflesh.) When attacking, they prefer to gain an advantage through surprise. Due to the geonids' resemblance to boulders when hiding, opponents suffer a –4 penalty to their surprise rolls when encountering them.

In battle, geonids attack with either one of their powerful front limbs or with a stone weapon, usually an axe or club. They attempt to swarm larger opponents, with at least three creatures attacking a single foe. They are tenacious opponents, but a geonid near death usually retreats into its shell, scuttling away from combat rather than risking its life.

The creatures always attack in groups and are almost never encountered alone. A single geonid prefers to hide or flee rather than face an opponent of any sort.

Habitat/Society: These social creatures live in clans of (1d6×10)+20 individuals. The few outsiders who have stumbled upon a geonid lair often are surprised by their numbers, since most adventurers encounter them in hunting parties of only 2d6 individuals. A clan usually follows a geonid priest who, though lacking spells, remains an exceptionally powerful specimen. A priest has 4 HD and causes 2d6 points of damage with its claws, or +2 to damage with any weapon. A geonid lair always contains a strange shrine built of chipped boulders and oddly-shaped stones dedicated to their Immortals. Offerings of precious metals, gems, and coins collected by the clan lie among the boulders of the shrine. The rest of the lair consists of small piles of stones covering the hollows in which the geonids make their rocky nests.

Geonids are monogamous and form small family groups. Young geonids, born without shells, ride inside their mother's shell for the first few months of life. For several months thereafter the child stays near its mother, clinging to the safe parental shell and hiding beneath it when threatened.

The creatures feel extremely suspicious of all outsiders, particularly humanoids. They normally guard their lairs simply by hiding their existence and blending into their surroundings. However, if they sense danger of discovery (dogs and other animals can scent geonids), a hunting party tries to lead the invaders away from the lair. Geonids particularly like to lead outsiders into areas where they can trigger a rock slide or other distraction. When possible, they lead intruders to an area inhabited by piercers. Once the piercers have attacked, the geonids finish off any remaining outsiders. They sometimes use a variation on this tactic in hunting; the stony creatures attack both the fallen piercers and the piercers' prey.

Geonids may be related to galeb duhr, but the two races seldom live in close proximity.

Ecology: Geonids are predators and occasional scavengers that can digest almost any form of animal or plant. However, their preferred diet combines fresh meat (ranging from rats to horses) and mosses, which the geonids cultivate and harvest. Hunting parties bring in meat but hunt outside only at night.

The shells of adolescent geonids, while retaining their flexibility, remain just as protective as adult shells. Dwarves and orcs can fashion them into particularly strong and durable helms, which grant twice the protection of normal helms.

On occasion, clans of mountain dwarves have been able to convince geonids to search out veins of ore in exchange for both horse meat and uniquely shaped boulders, which the creatures find quite valuable.

Ghostly Horde

CLIMATE/TERRAIN:	Any battle site
FREQUENCY:	Very rare
ORGANIZATION:	Troop
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Not ratable (0)
TREASURE:	Nil
ALIGNMENT:	Not applicable
NO. APPEARING:	Special
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (sword)
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fearless (20)
XP VALUE:	120

A ghostly horde consists of the psychological remnants of an army that met a sudden or catastrophic defeat. The horde is created by the losers' overwhelming desire to complete their task, whatever that may have been.

For those whose fear allows them to see it, the ghostly horde takes the form of the soldiers who lost the battle. No matter how long ago or how recently the battle took place, the soldiers appear exactly as they did on the day of their violent deaths; they make no sound whatsoever. Although such armies normally appear as they did in life, occasionally reports surface regarding ghostly hordes whose soldiers bear the seemingly still-fresh wounds that caused their deaths.

Combat: Since the members of a ghostly horde have no true consciousness or intelligence, it is the minds of their victims that give the horde its substance and power. Each character who enters a battlefield where a ghostly horde exists sees the spectral army appear at the edge of the battlefield and must roll a saving throw vs. wands. If the saving throw succeeds, the horde fades away before mounting its attack. If the saving throw fails, the character sees the horde prepare to charge and must roll a second saving throw. A second failed saving throw indicates that the character has succumbed to fear, and the horde attacks.

Although the horde may number hundreds or thousands to the one who failed the saving throws, only one ghostly soldier actually attacks this panicked character. A victim struck by the soldier suffers 1d8 points of damage from its weapon and must roll a saving throw vs. death. Success means the character sustains normal damage; failure means the character falls unconscious, "slain" by the ghostly soldier. A "slain" character revives in 1d4 turns to find that only half the damage the soldier inflicted is real. The remaining damage does not appear in the form of cuts (as a real sword would inflict), but rather as a series of raised welts on the character's body.

A character attacks a ghostly warrior as if it were a real opponent, causing normal damage. Note that each member of the ghostly horde has the equivalent of 3 Hit Dice. A character who "slays" a ghostly soldier in battle will not see the horde again on that battlefield and cannot be affected by them in any way.

Habitat/Society: The ghostly horde can exist only on deserted battlefields or in the city or town in which the army met its defeat, usually by magic. The horde has either infantry or cavalry soldiers, exactly as they looked when the living army first entered the field of battle. Some theorize that ghostly hordes can form only when the soldiers of the losing army all felt particularly dedicated to the cause for which they gave their lives—their spirits yet struggle to complete their task and vanquish their long-departed foe. Sages suggest that the apparitions within a ghostly horde can go to their rest only if the cause for which they once fought finally succeeds.

It is interesting to note that every person who enters a ghostly horde's field of battle may well see something different. Some see nothing, feeling nothing more than a general unease, while their closest companion may see himself in mortal combat with a member of the ghostly company. The wild, slashing sword welts and the sudden, stumbling faint as the character is "slain" often seem extremely confusing to companions who have not seen the horde for themselves.

Ecology: The battlefields, deserted towns, and empty cities that house the spirits of a ghostly horde often remain surprisingly devoid of insects and small animal life. This phenomenon is particularly noticeable at dawn and dusk in the summer months: Across the entire battlefield, not a single cricket calls out to another.

Scholars and adventurers interested in discovering the secrets of lost civilizations sometimes search out the battlefields housing ghostly hordes. Often, a period of diligent digging and searching reveals ancient armor, weapons, treasure maps, and other items of interest. (After searching 1d4 days, characters have a 50% chance of success.) The value of such items varies widely with the particular horde and the interests of the searchers.

Giant, Athach

Climate/Terrain:	Any hill or mountain
Frequency:	Rare
Organization:	Family
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low (5–7)
Treasure:	Q (I)
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	0
Movement:	18
Hit Dice:	14
THAC0:	7
No. of Attacks:	4
Damage/Attack:	2d6+7 (bash)/2d6+7 (bash)/ 2d6+7 (bash)/2d10 (bite)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (18′ tall)
Morale:	Champion (15)
XP Value:	12,000

The athach is a hulking humanoid with a malformed body most notable for the third arm growing from the center of its chest. Topping the athach's roughly-muscled body, its hideous head boasts irregular and outsized features, including bloodshot eyes and lopsided ears (one huge, one tiny). Each of the creatures has a set of huge, gnarled tusks protruding upward from its slobbering mouth. These giants almost never bathe, so they smell particularly foul. They dress haphazardly in rags and furs, often jamming bracelets on their fingers, necklaces around their wrists, and other jewelry wherever they can fit it; the beauty of the pieces glitters in gross contrast to the giants' ugly bodies.

Athachs have their own crude dialect of the language most giants speak, and some few know Common.

These dim, ill-tempered creatures possess a penchant for collecting gems and jewelry. Despite their stupidity, they can inspire fear in even the staunchest warriors.

Combat: Athachs attack by bashing their opponents with thick tree stumps or large stones clutched in each of their three warty hands and by biting with their poisonous tusks. An athach's weapon inflicts 2d6+7 points of damage (including Strength bonus) on a successful hit. Any opponent an athach bites must make a saving throw vs. poison with a –4 penalty, due to the terrible strength of the venomous saliva, or remain helpless for 1d6 turns.

These beasts have no notion of strategy or tactics and always attack opponents head-on in battle. Occasionally, when hunting for meat (including humans), athachs refrain from killing their paralyzed victims at once. Instead, they tie up their captives and carry them to their lairs to kill later. Transporting the victims this way keeps their meat fresh, the way the giants prefer it.

Athachs avoid other giant creatures; they receive a penalty of –4 to their morale when facing creatures of huge (H) size or larger.

Habitat/Society: Athachs make their homes in simple caves in the mountains or deep woods. They live in small family groupings, normally consisting of one adult male, one or two adult females, and two to four juveniles. When not hunting, most athachs spend their time fighting with each other. Almost every aspect of their vicious lives centers around eating and violence.

Athachs give little thought to anything but the most primitive survival goals. Shortly after a young athach reaches maturity, its parents throw it out of their home to wander around until it finds a mate. Often the young athach must fight others of its kind, as well as its potential mate, before starting a new family group.

Other than food and violence, athachs seem passionately fond of gems and jewelry. These objects of remarkable beauty are often found among the matted furs and rags thrown about an athach's cave or even wrapped around its body. Athachs have been known to spend hours polishing and staring at such beautiful items, so strange in their otherwise ugly lives.

Ecology: Athachs hate most giants, including their fellow athachs. However, they avoid contact with all giant creatures save their own kind, mostly from cowardice. The monsters have no fear of humans and demihumans, though, and actually view such beings as delicacies. Athachs have been observed sitting in the middle of mountain passes and lonely woodland paths, waiting for a party of humans it can attack.

On occasion, a group of travelers can persuade an athach not to attack, if they offer it enough jewelry or gems. However, an athach does not keep its word very well, and often merely waits a few minutes before charging off to attack the travelers anyway. Some caravan leaders speculate that the only time an athach doesn't go against its word is when its new gems and jewelry simply fascinate the beast so much that it forgets to break its bargain!

Giant, Hephaeston

Climate/Terrain:	Any mountain or cavern
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	High (13–14)
Treasure:	W (F)
Alignment:	Neutral
No. Appearing:	1
Armor Class:	–2
Movement:	12
Hit Dice:	25
THAC0:	3
No. of Attacks:	2
Damage/Attack:	4d10+12 (axe)/3d10 (fist)
Special Attacks:	Spells, throw
Special Defenses:	See below
Magic Resistance:	Nil
Size:	H (18'–25' tall)
Morale:	Fearless (19)
XP Value:	28,000

Hephaestons spend their time and energy forging weapons in the highest mountains or deepest caverns of Mystara. These solitary giants have resilient, dark skins of flexible iron. Males often sport very bushy beards. Both sexes are well-muscled, particularly in the upper body, and dress in comfortable garments that will not interfere with their beloved work at the forges. The giants each carry a huge, iron weapon (usually a sword or axe) at all times.

Combat: Although hephaestons usually do not seek out combat, they prove particularly impressive and dangerous foes. Due to their incredibly dense iron skin, these giants can be hit only by weapons with +2 or greater enchantment. They are also immune to all forms of fire and remain unaffected by 1st- and 2nd-level spells, as well as any magic or spells affecting the mind (such as *charm, hold,* or any illusion).

In battle, a hephaeston attacks with its huge iron weapon once per round; a hit causes 4d10+12 points of damage, including Strength bonus. In addition, the creature either can attack with a fist or use one of its special abilities (see below). If the fist hits with an attack roll of 18 to 20, the hephaeston has grabbed its opponent, causing its normal 3d10 points of damage. Then, at the end of the round, it may throw the hapless victim to the ground for an additional 5d6 points of damage (halved by a successful saving throw vs. death).

Hephaestons also may choose to use one of their special abilities:

- Levitate iron or steel objects (as a 2nd-level *levitate* spell that allows 40 feet per round with no need to concentrate, in a range up to 120 feet);
- Instantly heat one iron or steel object (up to 70 lbs.) within 100 feet to red-hot for 1d4+1 rounds. Contact with such an object inflicts 2d6 points of damage per round (though a successful saving throw vs. spell halves the damage);
- Create a wall of iron once per day (as a 5th-level *wall of iron* spell that lasts only three turns).

Habitat/Society: Hephaestons spend much of their time alone forging weapons, each seeking to perfect the art of the weaponsmith. These giants sometimes spend months, and even years, crafting and recrafting a single weapon, until it reaches their exacting standards.

Regardless of whether a hephaeston makes its home atop a high mountain peak or in a deep cavern, its isolated lair always contains a forge. Puffs of smoke from the giant's forge or ringing sounds of the creature at work are often the only clues of its residency.

Hephaestons' diets consist primarily of game animals, such as deer and boar, and various plants. They also must consume at least 50 lbs. of iron a month to maintain their strangely formed bodies.

Once or twice over the course of a hephaeston's long life (500+ years), a male of the species successfully creates an item of surpassing workmanship and beauty. The giant then goes in search of a female of its kind.

When they find each other, the two giants go through an elaborate courtship ritual in which the male presents the creation to the female who, if pleased with the item, forges a gift for the male in return. The two may stay together up to a year, during which time they fashion a child from the purest iron, each adding several drops of liquid iron from their own skin to instill life into their child. The new hephaeston stays with one parent long enough to learn the arts of the forge, then heads off on its own.

Ecology: Hephaestons shun other intelligent beings and do not look fondly on intruders. It sometimes proves possible, however, to convince a hephaeston to create human-sized weapons of steel or iron. The creatures remain always on the lookout for large quantities of iron ore and might be persuaded to trade information or weapons for such ore. Hephaestons also collect metals (including coins) and weapons of all types. They particularly like weapons of especially fine construction.

Weapons created by hephaestons are particularly durable (+2 bonus to saving throws), sharp (+2 bonus to damage), and beautifully worked. They command three to five times the market value for normal weapons of their type.

Golem, Amber/Skeletal

	Amber	Skeletal
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	See below	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1	1
Armor Class:	6	2
Movement:	18	12
Hit Dice:	10 (50 hp)	6 (30 hp)
THAC0:	11	15
No. of Attacks:	3	4
Damage/Attack:	2d6 (claw)/2d6 (claw)/2d10 (bite)	By weapon
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (8'–12' long)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	6,000	1,400

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. The creatures can be made from almost any material. The DM should feel free to create new types as desired.

Golems are immune to poisons and to all mind-affecting attacks. In addition, they remain unaffected by most spells, with exceptions listed in individual entries.

Amber Golem

Amber golems often appear in the form of giant cats, especially lions or tigers. Their semitranslucent amber bodies—often expertly carved—look particularly beautiful in repose.

Combat: As with all these constructs, an amber golem is a tireless foe. In battle, it leaps upon its opponents, slashing with its terrible claws and biting with the wickedly sharp slivers of amber that form its teeth.

Amber golems, nearly faultless trackers, prove particularly effective at recovering fleeing enemies. The golem can automatically follow a trail less than 12 hours old. For every additional 12 hours that elapses, it gains a 5% chance of missing or losing the scent. So, for example, an amber golem has an 85% chance to follow a trail 48 hours old.

These golems also make particularly effective guards, since they can cast *detect invisibility* to a range of 60 feet.

An amber golem sustains damage only from magical weapons. Such a construct is considered a crystalline creature when attacked with a *shatter* spell; it suffers 1d6 points of damage per caster level, to a maximum of 6d6 points of damage, with a saving throw allowed for half damage. Amber golems also sustain half damage from fire spells, but otherwise remain immune to spells.

Habitat/Society: These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capabilities. They often guard great treasures or places of importance.

Ecology: As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

The destruction of an amber golem causes the creature to shatter into many large shards of amber. All together, the pieces of amber weigh 300 to 600 lbs. (1d4+2 hundred) and are worth from 3,000 to 6,000 gold pieces (1d4+2 thousand).

An amber golem, can be created only by a priest of at least 17th level who has the 100,000 gold pieces it costs to produce the construct. The work takes the priest four months and requires the following spells: *animal summoning III, animate object, prayer, command,* and *quest.*

Skeletal Golem

A skeletal golem (sometimes known as a bone golem) looks like a man-sized creation sewn together from human bones. The bones are bound together in a rough imitation of the human body, with one obvious exception. Instead of having two arms attached to its ghastly body, a bone golem has four, sprouting from wherever its creator chose. Some wizards also like to carve or paint runes of ownership onto the bones; such golems prove particularly frightening to look upon.

Combat: Due to the skeletal golem's multiple arms, it may wield four weapons (or two two-handed weapons) in combat. The golem may attack two separate foes in a single round.

A bone golem suffers damage only from magical weapons. Its immunities to poison and mind-affecting attacks extend to fire, cold, and electrical attacks as well. However, the golem remains vulnerable to spells with other effects.

Ecology: It is rumored that the more unscrupulous wizards of the land of Alphatia particularly enjoy creating skeletal golem guardians to protect their laboratories and abodes from outsiders—especially rival wizards.

A wizard of at least 14th level can build a skeletal golem in a process that takes three months and costs 30,000 gold pieces. The spells required are *limited wish, animate dead, geas,* and *stoneskin.*

Golem, Drolem

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–3
MOVEMENT:	12, Fl 24 (C)
HIT DICE:	20
THAC0:	3
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6 (claw)/2d6 (claw)/ 1d20+10 (bite)
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (27'–35' long)
MORALE:	Fearless (20)
XP VALUE:	23,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. These creatures can be made from almost any material. The drolem—the most fearsome of all such constructs—proves especially difficult to create.

A drolem looks like a dragon: either a beast of a certain color, a composite of different types, or simply a dragon skeleton. In many ways its physical abilities rival those of the formidable beasts it resembles, but the drolem is extremely stupid—utterly incapable of speech, spellcasting, or the devious plotting that so often marks the actions of true dragons.

Combat: In battle, the drolem proves as formidable as any true dragon. The monsters can sustain damage only from weapons of +2 or greater enchantment and remain immune to all forms of fire, cold, and gases (since they do not need to breathe except to use their breath weapon). In addition, drolems are immune to poisons, mind-affecting attacks, and to all spells of 4th level or lower. They can cast *detect invisibility* to a range of 60 feet.

Unfortunately, a drolem's Intelligence (or lack of same) limits its tactics. One of these creatures does not often attempt strategies more complex than a direct attack. If given extremely precise instructions by its creator, it might successfully execute a maneuver such as picking up an opponent, flying into the air, and dropping the unfortunate victim. However, it could accomplish this sort of act only after receiving *the most careful* of instructions. Normally, a drolem can follow commands no more complex than: "Kill anyone who enters this chamber, except me."

Most drolems prefer to attack from the air when possible. In battle, they attack with their immense foreclaws, each one inflicting 2d6 points of damage, and their wicked bite (1d20+10 points of damage). In addition, a drolem can use its breath weapon three times per day to exhale a small, poisonous cloud (a cube measuring 20 feet on each side, appearing directly in front of the drolem). All within the cloud must make a saving throw vs. dragon breath or die.

Habitat/Society: These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capacities. Unlike most such constructs, a drolem can think, but in a quite limited fashion; it obeys all its creator's instructions exactly to the letter. This habit can cause difficulties—it is not unheard of for an incautious wizard to give a drolem a command that leads to the creator's own demise.

Ecology: As unnatural creatures, drolems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

Most true dragons hate drolems with a passion. The mighty reptiles either see the constructs as vicious mockeries of themselves or find themselves horrified by the acts that drolems are so often built to accomplish. In particular, dragons despise drolems created in their own image. Thus, an onyx dragon becomes most enraged by the sight of an onyx drolem, and a red dragon particularly hates the sight of a red drolem.

Because drolems are particularly rare and powerful golems, they guard only the most special places and treasures. The especially arduous creation process can take almost a year to complete, even after all the components have been assembled. Only a wizard of at least 18th level can create a drolem, using a certain book and several rare materials, found only on Mystara. These materials, which cost about 90,000 gold pieces, are detailed in books that describe drolem creation, but remain unknown to the general public. The scales from at least three different types of dragons go into this golem's construction, rumors say.

Golem, Iron Gargoyle/Mud

	Iron Gargoyle	Mud
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d2	1
Armor Class:	–1	9
Movement:	3, Fl 9 (D)	9
Hit Dice:	16	8
THAC0:	5	13
No. of Attacks:	4	1
Damage/Attack:	1d8 (claw)/1d8 (claw)/(2d8) horn/ (1d10) tail	2d6 (smother)
Special Attacks:	Breath weapon, stun, crushing dive	Continuous damage
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	*L (12' tall)*	*M (6' tall)*
Morale:	Fearless (20)	Fearless (20)
XP Value:	19,000	2,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. These creatures can be made from almost any material—in these cases, iron and mud. Of course, the DM may feel free to create new types as desired.

Iron Gargoyle

Except for their great height (12 feet), iron gargoyles resemble normal gargoyles. Each of these craggy creatures is covered in iron scales, with numerous iron spikes protruding from its body. The iron gargoyle's red eyes gleam malignantly. In dim lighting conditions, flames visibly lick the edges of its grinning maw. Viewed by infravision, these monsters glow brightly from the heat their hulking bodies contain.

Combat: The iron gargoyle remains utterly unaffected by all forms of fire. However, any cold-based attack inflicts double damage on it. This creature is otherwise immune to spells and suffers damage only from weapons of +2 enchantment or better. It can cast *detect invisibility* within 60 feet.

An iron gargoyle is not a very agile flier, but in battle it often attacks initially from the air, attempting to crush its foe by landing on it. The intended victim of this attack can roll a saving throw vs. death to avoid it. Those who fail suffer 3d10 points of damage and, stunned, cannot act for 1d3 rounds.

In combat, the monster applies its two claws (1d8 damage each), horn (2d8 damage), and lashing tail (1d10 damage). Anyone the gargoyle's tail hits must make a successful saving throw vs. paralyzation or become stunned for 1d3 rounds. Every three rounds the gargoyle can breathe fire in a cone 30 feet long and 10 feet wide, causing 3d10 points of damage (halved by a successful saving throw vs. dragon breath).

Ecology: As unnatural creatures, iron gargoyles play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

These creatures are most often constructed and encountered in pairs, but a sole iron gargoyle may guard areas of lesser importance to its creator.

It costs 125,000 gold pieces to construct an iron gargoyle, and the process takes five months. Only a wizard of 18th level or greater can create one; the spells required are *wish, polymorph any object, geas, fireball,* and *fly.*

Mud Golem

A mud golem stands about 6 feet tall and is shaped like a muscular human fighter. This creature, made from dark mud, has almost non-existent features: no mouth and only two darker, faintly gleaming hollows for eyes. The construct emits a foul odor reminiscent of swamp gas.

Combat: A mud golem can walk on a surface of mud and quicksand without sinking. It also can remain submerged in these substances indefinitely without sinking, rising to the surface at will. Normally its creator has placed the golem so it can attack from such an advantageous position.

In battle, a mud golem attempts to throw its arms around its victim in a horrific, smothering hug. A successful attack inflicts 2d6 points of damage—and the golem hangs on. In each subsequent round, it causes 2d6 points of smothering damage, but the victim can struggle; a successful saving throw vs. paralyzation halves damage from the smothering attack. The saving throw does not apply against the initial attack, but the character can roll a new saving throw each round thereafter. The creature does not normally release a living victim, although some adventurers claim to have "played dead" to get a slow-witted golem to drop them.

The mud golem can sustain damage from normal and magical weapons, but suffers only half damage from blunt weapons. A *transmute mud to rock* spell confers the effects of a *slow* spell upon the mud golem for 2d4 rounds, but the construct remains otherwise unaffected by spells.

Ecology: Mud golems can exist anywhere, but priests usually create them to guard buildings and treasures within swamps, jungles, or other dank and muddy areas.

Materials for a mud golem cost 100 gold pieces, and construction takes one month. Only a priest of at least 11th level can make a mud golem; the spells required are *transmute rock to mud, animate object, raise dead, slow,* and *quest.*

Golem, Rock/Silver

	Rock	Silver
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Non- (0)	Semi- (2–4)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d2	1d3
Armor Class:	–2	0
Movement:	6	30
Hit Dice:	16	12
THAC0:	5	9
No. of Attacks:	2	4
Damage/Attack:	2d10 (fist)/ 2d10 (fist)	1d8 (fist)/1d8 (fist)/1d8 (fist)/ 1d8 (fist)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	L (8'–10' tall)	L (8' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	14,000	9,000

A golem is actually a "construct," a powerful, enchanted monster created and animated by a high-level wizard or priest. The creatures can be made from almost any material, including rock and silver. The DM should feel free to invent new kinds of golems as circumstances dictate.

Rock Golem

Until activated, these constructs usually resemble irregular rock formations. Rock golems in the form of large human statues when carved with exceptional skill, occasionally can be mistaken for caryatid columns, a different form of magical construct.

Combat: Despite their slow pace, rock golems are fierce opponents. Each of their fists causes 2d10 points of damage. These golems use no other form of attack, but remain absolutely relentless and tireless in battle, following their master's instructions explicitly and mindlessly.

Only magical weapons can strike rock golems successfully. Any normal weapon that hits the creature automatically breaks on contact: Swords snap, axe heads shatter, etc. Enchanted blunt weapons will not break against the golem's rocky skin, but edged and pointed magical weapons might; enchanted edged and pointed weapons must make a successful saving throw vs. crushing blow with a –2 penalty or shatter. A weapon's magical bonuses apply normally to this saving throw.

Like other golems, rock golems are immune to poisons and to mind-affecting attacks. They remain unaffected by electrical, fire, and cold attacks, but can sustain damage from spells with other effects.

Habitat/Society: These automatons operate under the direct control of their creators—they have no society, no friends, and no relationships. They have no native habitat, either, and can exist anywhere their creator might have reason to put them. Obeying simple commands nearly exhausts their limited mental capacities. They are used almost exclusively as guardians, watching over great treasures or places of importance.

Ecology: As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

A rock golem takes one month and costs 50,000 gold pieces to construct. A wizard of at least 14th level can make such a creature using the following spells: *limited wish, move earth, stoneskin,* and *geas.*

Silver Golem

A silver golem is composed of a silver outer body filled with quicksilver (mercury) to grant the golem its great speed. The silver skin of these tall and lanky humanoids has such flexibility, it appears almost liquid in nature. The constructs usually possess quicksilver eyes as their only features.

Combat: A silver golem is the quickest of all known constructs. Its amazing speed enables it to attack twice with each fist (a total of four attacks) every round. In addition, a silver golem always gains the initiative (even over a *short sword of speed*). As with all golems, however, these creatures only follow the instructions of their creators, attacking when and how they are directed.

These constructs suffer damage only from weapons with a +1 or greater enchantment. Like other golems, they are immune to poison and to mind-affecting attacks. Magical fire-based attacks cause them to grow 1 Hit Die per level of the spell used against them, and magical cold-based attacks cause them to shrink in a similar fashion. Silver golems remain otherwise unaffected by spells.

Ecology: The remains of a defeated silver golem have great value. The silver composing the body weighs 100 lbs. and is worth 1,000 gold pieces.

Creating such a rare construct requires all the normal conjurings needed to create any golem. Additionally, the creator must find a sufficient quantity of quicksilver (50 lbs.) to animate the dread creation. The material cost to construct a silver golem totals 100,000 gold pieces. Only a wizard of at least 14th level can build one of these constructs, in a process that takes six months and requires these additional spells: *limited wish, haste, lightning bolt, domination,* and *major creation.*

Gray Philosopher

	Gray Philosopher	Malice
Climate/Terrain:	Any ruins	Any ruins
Frequency:	Very rare	Very rare
Organization:	Solitary	Cluster
Activity Cycle:	Night	Night
Diet:	None	None
Intelligence:	High (13–14)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral evil	Neutral evil
No. Appearing:	1	Special
Armor Class:	4	1
Movement:	Nil	15
Hit Dice:	9	1
THAC0:	Nil	11
No. of Attacks:	0	1
Damage/Attack:	Nil	1d10, 1d8, or 1d6 (bite)
Special Attacks:	Shriek of fear	Attack as 9 HD creature
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (5'–6' tall)	T (1'–2' long)
Morale:	Fearless (20)	Champion (15)
XP Value:	2,000	120

A gray philosopher is the undead spirit of an evil cleric who died with some important philosophical deliberation yet unresolved in his or her mind. In its undead state, this creature does nothing but ponder these weighty matters.

The gray philosopher appears as a seated, smoke-colored, insubstantial figure swathed in robes. It always seems deep in thought. Flying through the air surrounding the philosopher are a number of tiny, luminous, wispy creatures known as malices. They have vaguely human faces, gaping maws, and spindly, clawed hands. These vindictive creatures are actually the philosopher's evil thoughts, which have taken on substance and a will of their own.

Combat: The gray philosopher cannot be turned by a cleric but has no attack of its own; it will not defend itself. Both the philosopher and its malices are immune to mind-affecting magic (*charm, phantasmal force,* etc.) and to attacks from nonmagical weapons.

Unlike the philosopher, malices constantly search for victims on which to vent their petty but eternal spite. Malices do not stray more than 100 feet from their philosopher but may pass through the narrowest of openings in their ceaseless flight.

When they find a victim, the malices immediately launch themselves at it. The creatures attack as 9 Hit Dice monsters, and the amount of damage their vicious bite inflicts depends on the victim's alignment: 1d10 for good characters (whom the malices especially despise), 1d8 for neutral characters, and 1d6 points of damage for evil characters. Clerics can turn malices as spectres. A malice normally attacks until destroyed or turned. However, all these creatures vanish instantly if their philosopher is destroyed.

Until that moment, the philosopher never breaks its concentration, even if attacked. However, in its final seconds, the philosopher looks up with an expression of malicious enlightenment on its face, then vanishes with a lingering shriek of evil delight. All those hearing this horrifying sound must make a successful saving throw vs. paralyzation or begin shaking with fear. Those characters so affected lose 1 point of Dexterity due to the tremors. This effect lasts until a *remove fear* or *remove curse* spell is cast on the character.

Habitat/Society: A gray philosopher never seems able to reach any sort of conclusion to the conundrum that has become the focus of its existence; instead, over the centuries, its evil thoughts have coalesced into the malices. A philosopher typically creates 2d4 malices for every century of its foul existence. It is unknown whether the philosopher is even aware of these *venal children of its mind.*

Gray philosophers are always found in isolated locations, especially the ruins of temples, libraries, monasteries, and other places of learning. The philosopher never takes an interest in its surroundings or anything else save its own evil contemplations. It does not even stir from its original place of thought for any reason; only its destruction can "move" a gray philosopher.

Ecology: Certain clerics and academicians speculate that any powerful evil cleric who, at death, becomes a gray philosopher may have been attempting to become one of the Immortals. Such sages theorize that a few of the creatures do manage to resolve the philosophical dilemmas upon which they ponder, which leads them to transcend their mortality finally to become *profoundly evil and immortal beings.* Although these theories propose that it takes a gray philosopher at least 1,000 years to reach such a terrible understanding, the sages urge those who discover these undead creatures to destroy them immediately, in case this frightening theory has merit.

Guardian Warrior

	Warrior	Horse
Climate/Terrain:	Any land	Any land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Semi- (4)	Semi- (2)
Treasure:	See below	See below
Alignment:	Any neutral	Any neutral
No. Appearing:	1d10	1d10
Armor Class:	4	4
Movement:	9	15
Hit Dice:	5	5
THAC0:	15	15
No. of Attacks:	1	3
Damage/Attack:	1d12 (sword)	1d6 (hoof)/ 1d6 (hoof)/ 1d4 (bite)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	L (8' long)
Morale:	Fearless (20)	Fearless (20)
XP Value:	650	650

The guardian warrior and horse are ceramic constructs created to serve as protectors and bodyguards. Only those who discover the correct magic formula can animate these creatures.

Guardians are often a dull red in color. Their equipment and accouterments almost always reflect the fashions of a previous age. Their ceramic eyes and faces seem curiously expressionless, and the figures never bear intricate carvings or beautiful sculpture work. Whenever such guardians move along stone or marble flooring, both warriors and horses alike make eerie, hollow, clopping sounds.

Combat: In battle the guardian warrior attacks with its ceramic weapon, normally a broad sword. However, no matter what weapon the construct wields, it inflicts 1d12 points of damage with every successful attack. When commanded by an animator of similar alignment (see "Habitat/Society"), the guardian can obey simple orders, although it is not capable of following complex commands or attack plans.

Guardians are immune to fire-based attacks, although such assaults do cause them to emit a frightening, dull red glow for one turn. They also remain immune to acid, to mind-affecting spells such as *sleep* and *friends*, and—since they have no working eyes, as such—to spells affecting vision (*light, darkness,* etc.). Attacks from edged and piercing weapons inflict only 1 point of damage (plus any magical bonus), although the attacker thinks the weapon causes full damage. Blunt weapons do inflict full damage.

Habitat/Society: In their original form, guardian warriors and their steeds were simply ceramic figures sometimes used as symbolic guards of tombs or religious sites. Only a few know the mysterious animation formula; others may find it described on a scroll or on a set of beautiful jade tablets worth 1,000 gold pieces. Animating a ceramic guardian culminates with pouring a liquid over the lifeless statue. The kind of liquid used determines the alignment of the animated creature: saltwater for lawful neutral, pure water for neutral, and acid for chaotic neutral.

If a guardian warrior (or horse) has the same basic alignment as its animator (for example, a lawful guardian with a lawful animator), it diligently follows any instructions this figure gives it. If the basic alignments differ by one step (in other words, chaotic/neutral or neutral/lawful), the guardian ignores instructions, and if the alignments oppose each other (lawful/chaotic), the guardian violently attacks the hapless animator as soon as its creation is complete.

Ecology: Guardians usually serve as bodyguards or protectors of great treasures, temples, havens, etc. As constructs, they have no role in the normal ecology of Mystara.

Some 10% of all guardians (warriors and steeds) have gems in place of eyes. Such jewels, normally rubies or garnets, range in value from 100 to 600 gold pieces (1d6×100) each.

Horse

Guardian horses have the same basic immunities as guardian warriors and become animated by the same process. In battle, the steeds utilize their powerful, ceramic front hooves (1d6/1d6 points of damage) and wicked bite (1d4 points of damage).

Usually the number of these steeds, which serve as mounts for guardian warriors, equals the number of warriors found in any one site. An animator of the proper alignment may command the horses to allow other creatures (including the animator) to ride them.

Climate/Terrain:	Temperate plain or forest
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	K (W)
Alignment:	Chaotic good
No. Appearing:	2d4
Armor Class:	3
Movement:	15
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/2d4 (peck)
Special Attacks:	Sneeze
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S–M (3'–6' tall)
Morale:	Average (8)
XP Value:	120 270 (cockrobin) 1,400 (rooster)

Gyerians—excitable, birdlike humanoids—make their home in the grasslands and forests of Mystara. Although flightless, gyerians are migratory beings that travel in flocks, moving east to west every spring and returning in the fall.

The creatures usually stand 3 to 4 feet tall, but certain specimens may grow as tall as 6 feet. They all have bulging eyes and sharp, hooked beaks. Fine feathers ranging from light tan to deep brown cover their bodies, while their arms sprout longer feathers to give them the appearance of wings. Gyerians possess long, graceful, four-fingered hands and powerful, clawed feet.

Combat: The naturally nervous gyerians never seek out fights. Instead, they flee whenever the opportunity presents itself. However, when retreat seems impossible or when their young face a threat, the creatures attack by clawing with their powerful, three-toed feet and jabbing with their hooked, beaklike noses.

While fighting, a gyerian emits a series of loud squeals and cries. Others of its flock (2d4 total) within hearing distance (normally a half mile) come to the aid of their fellow in 1d4 rounds, as long as they make a successful morale check.

Additionally, a *very* nervous gyerian may emit a tremendous sneeze so powerful that anyone in front of the creature must make a Dexterity check or be bowled over for 1d4 points of damage. Any such unfortunates then must spend the next round recovering their footing. A gyerian may sneeze any time it feels particularly nervous (even when not in battle!), but it cannot use any other attack in the same round.

Habitat/Society: As social creatures, gyerians live in flocks of 10d4 individuals. Their settlements, simple affairs known as gyer, are composed of nesting huts woven from straw and branches and daubed with mud. Plains gyerians hide their dwellings among tall grasses, while those in the woods secrete them within tall bushes. They build these homes quickly each year, meaning them to last only until migration. Each flock has its own migratory patterns and settlement areas; a gyerian separated from its flock always can find its way back to one of its flock's nesting grounds.

The extremely shy gyerians generally avoid contact with other humanoids, particularly humans. However, they get along well with elves, and feel less nervous dealing with humans if elves are present.

Gyerians go through elaborate mating rituals in the early spring. For several weeks, males of the species grow feathers in vivid greens and blues over most of their bodies. During these weeks, the males put on complicated displays ranging from beautiful dances to sparring contests involving two to five creatures. Only during this time of year do male gyerians go out of their way to attack humans or other humanoids. This behavior ends when the mating season does.

Female gyerians lay 1d4 eggs, which they guard fiercely. The eggs hatch in late summer, producing young that quickly become mobile. The fussy gyerian mothers tend to keep their fledglings no more than a few wingspans from themselves.

Ecology: Gyerians are restless fishers and gatherers that remain constantly on the lookout for the berries, roots, insects, fish, and snails that make up their diet. A particularly hungry gyerian will resort to eating grasses or even hunting rabbits, giant rats, or other small game.

These creatures treasure gems and other shiny objects solely for their pretty appearance. They often fill their homes with such items, and the higher-ranking members of a flock adorn their bodies with shiny rings, necklaces, etc. Their fascination with such objects can become so extreme that, on occasion, a group of gyerians may enter human encampments in search of baubles.

Cockrobins

One of every 10 gyerians is a larger specimen known as a cockrobin, a foe more formidable than an average gyerian (AC 2; HD 5; damage 1d6/1d6/2d12; size 5+ feet tall).

Roosters

A flock of gyerians always follows a powerful rooster. These leaders are very tall (6 feet) and strong (AC 1; HD 7; damage 1d8/1d8/2d16), and less likely to flee combat (morale 12). With the rooster present, normal gyerians have a morale of 10.

Herex

	Larva	Adult
Climate/Terrain:	Any cavern	Any land
Frequency:	Rare	Rare
Organization:	Clutch	Clutch
Activity Cycle:	Night	Day
Diet:	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. Appearing:	1d6	1d3
Armor Class:	3	2
Movement:	12	12, Fl 15 (D)
Hit Dice:	6–12	13
THAC0:	6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9	7
No. of Attacks:	1	2
Damage/Attack:	2d8 (bite)	1d10 (bite)/ 1d6 (sting)
Special Attacks:	Acid	Acid, paralysis
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	L–H (10'–20' long)	H (20' long)
Morale:	Champion (15)	Champion (16)
XP Value:	6 HD: 420 7 HD: 650 8 HD: 975 9 HD: 1,400 10 HD: 2,000 11 HD: 3,000 12 HD: 4,000	7,000

Herex are giant, insectoid creatures with dangerous, acidic bites. Characters can encounter them in any of the three stages of their life cycle: egg, larva, or adult. However, only the latter two forms pose immediate danger to outsiders.

The spherical eggs measure about 3 feet in diameter, with hard, opaque white shells. When hatching time grows near, brave observers can see a glinting, shadowy form (the larva) shifting inside the shell.

Larva

The larval form of a herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, large head, and powerful mandibles. The mottled, dun-colored creature moves swiftly on its six short legs. Larvae range from 10 to 20 feet in length.

Combat: A herex larva seems continually ravenous, roaming the underground passages and caverns of its birthplace in search of prey. The larva uses its bite as its main attack. In addition to suffering normal damage (2d8), any creature it bites also becomes injured by its acidic saliva. The acid permanently reduces the efficiency of any normal armor it touches by a +2 penalty (for example, plate mail becomes AC 5 instead of AC 3) and inflicts a permanent +1 penalty to magical armor. Each successive bite has the same effect; if the armor reaches AC 9 or worse, it disintegrates. The acidic saliva does not affect magical protection devices (for example, *rings of protection* and *cloaks of displacement*). Victims wearing no armor suffer 1d10 additional points of acid damage from a bite.

Habitat/Society: Herex live solely to perpetuate their species. Lacking any quantifiable intelligence, they mindlessly go about their limited activities.

Unlike some insects, herex do not maintain any form of hive or group home. Although they often remain with others of their clutch, they are not particularly social creatures. Once they burst from their eggs, the larvae spend all their energy hunting, growing, and molting. When a larva reaches approximately 20 feet in length, it leaves its subterranean birthplace and digs its way to the surface, using its mandibles and saliva to tunnel through solid rock if need be. Once outside, the herex sheds its carapace a final time, emerging in adult form (13 Hit Dice). An adult herex flies about searching for both food and a mate. The male dies shortly after mating, while the female burrows into a deep cavern or dungeon to lay 1d6 eggs before dying. In four months, the cycle begins again when the new eggs hatch.

Ecology: The acidic saliva of the herex, if preserved in a ceramic container, can eat away almost any other material, including metal. Such acid also can be used to create *universal solvent*.

Adult

When mature, a herex has a body very similar to its larval form but with a smaller head and mandibles, four thin wings (like those of a dragonfly), and a 5-foot-long stinger at the end of its abdomen.

Combat: An adult herex always attacks from the air, sweeping down on its opponents from above. It lands only when it has rendered its foe immobile or dead. Although the bite of an adult herex seems less dangerous than that of the larva (1d10 points of damage), the effects of its acidic saliva mirror those of the larva's. An adult also can attack with its tail stinger, which causes 1d6 points of damage and injects poison that paralyzes victims for 4d8 rounds unless they make a successful saving throw vs. poison.

	Broodling	Soldier	Lieutenant	Mother	Controller
Climate/Terrain:	Any cavern	Any land	Any land	Any cavern	Any cavern
Frequency:	Rare	Rare	Very rare	Very rare	Very rare
Organization:	Colony	Colony	Colony	Colony	Colony
Activity Cycle:	Night	Night	Night	Night	Night
Diet:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
Intelligence:	Semi- (4)	Low (7)	Average (10)	Non- (0)	Exceptional (16)
Treasure:	O (I)	N, O, U (I)	N, U, V (I)	N, O, U, V (I)	N, O, U, V (I)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d10×10	1d10×10	2d4	1	1d4
Armor Class:	6	3	2	8	6
Movement:	12	12	12	1	3
Hit Dice:	As host+1d4 hp or 2+1, whichever is greater	3+1	5+1	12+2	6+6
THAC0:	As host or 19	17	15	9	13
No. of Attacks:	3 or 2	3 or 2	3 or 2	0	3
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d6 (bite) or 1d6 (bite)/ by weapon	1d4 (claw)/1d4 (claw)/1d8 (bite) or 1d8 (bite)/ by weapon	1d6 (claw)/1d6 (claw)/1d10 (bite) or 1d10 (bite)/ by weapon	Nil	1d4 (claw)/1d4 (claw)/ 1d6 (bite)
Special Attacks:	Hivemind powers	Paralysis, hivemind powers	Paralysis, hivemind powers	Poisonous gas	Paralysis, hivemind powers
Special Defenses:	—— Immune to vision-affecting spells ——				
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	M (4½'–7' tall)	M (5' tall)	M (7' tall)	L (12' long)	M (7' long)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	270 or by host	420	1,400	4,000	4,000

Hivebroods are communities of insects somewhat similar to ant colonies. Unlike ants, however, the large, parasitic members of a hivebrood live by infesting other beings, controlling and eventually destroying the hosts in the process. For members of a hivebrood, individuals have no meaning or worth; only the interests of the hive matter.

Hivebrood insects have many specialized forms, each one performing a specific function for the hive. The five different functional types of hivebrood member are the broodling, soldier, lieutenant, mother, and controller.

A hivebrood also contains insects in a larval form that resembles a legless beetle about 6 inches in length. The larva has 1 hit point and AC 10 and cannot move or attack on its own. Another hivebrood member places a larva on a paralyzed humanoid victim; the immature creature uses its mouth to attach itself to the back of the victim's neck, where it bites into the spinal cord and begins altering the host's metabolism.

A humanoid altered by the parasitic larva becomes a broodling, the least powerful type of mobile hivebrood insect. Eventually, a broodling develops into a soldier. Broodlings and soldiers are the most common hivebrood members.

Broodlings and soldiers follow lieutenants, a stronger form of soldier. A controller (sometimes called the hivemind) transmits knowledge and abilities to broodlings, soldiers, and lieutenants—in effect, coordinating all the hivebrood's activities. A mother exists solely for reproduction.

All hivebrood members emit a sickly sweet chemical odor and make a wet clacking sound with their large mandibles. (Broodlings use their host's teeth to imitate this sound.) The following text details each type of functional hive insect.

Broodling
Broodlings are the altered hosts of parasitic hivebrood larvae. Outsiders can recognize them by the fibrous membranes that cover their eyes and by their chitinous skin. A broodling's insectlike way of moving adds to its frightening aspect.

Soldier
Though humanoid in appearance, soldiers have antennae, compound eyes, and a tough, chitinous exoskeleton.

Lieutenant
Larger, stronger, and more intelligent than the average soldier, a lieutenant otherwise resembles the hivebrood insects it leads.

Mother and Controller
These hivebrood members control the rest of the hive. Both forms have large, saclike bodies and insectoid faces. Although the controller can attack with its claws and bite, neither of these forms is very mobile.

Combat: In battle, all members of the hivebrood attack fearlessly, having no thought whatsoever for personal safety. The controllers guide combat; these very intelligent creatures willingly sacrifice any of their vast resources for the best advantage of the hive. All members of the hivebrood fight as well in darkness as they do in daylight, sensing the position of opponents by feel and smell. This ability makes them immune to the effects of spells such as *darkness,* although this type of spell cast in conjunction with *silence* confuses the creatures enough to give them a –2 modifier to all attacks. Hivebrood insects suffer double damage from fire- and heat-based attacks.

The attacks of each hivebrood type follow. Note that a controller can confer additional abilities upon any creature.

Hivebrood

Broodlings do not make the best warriors, since their bodies are still undergoing metamorphosis, but they can attack with their developing bite and claws or with a bite and one weapon (often a spear or axe).

Even poorer warriors, mothers engage in combat only if the very center of the hive faces a threat. As their only form of attack, mothers emit a cloud of noxious chemicals within a 30-foot radius. They can spew this cloud up to three times a day; those caught in the spray must make a saving throw vs. poison at a –1 penalty or suffer 3d6 points of damage per round until making a successful saving throw against the chemical cloud.

Soldiers are the hivebrood's real workers. They attack in the same manner as broodlings, but their sticky, saliva-filled bite causes paralysis (unless a successful saving throw vs. poison counters it) for 2d8 turns or until a *neutralize poison, cure serious wounds,* or *haste* spell helps the victim recover. Soldiers almost never kill paralyzed victims immediately; instead, they bring them into the hive to serve as hosts for new broodlings.

Lieutenants command clusters of hivebrood soldiers with military precision. These "officers" of the hive give orders through chemical scent emissions in a 30-foot radius. They also can "store" up to five hivemind abilities (see below) and pass them on to the insects under their command.

Although controllers can attack with a soldier's claws and paralytic bite, their main ability, called hivemind, remains much more fearsome. Hivemind allows a controller to gain all the abilities of the creatures it eats, including any saving throws that improve on its own. It can pass on these hivemind abilities to any hivebrood member through airborne chemical emissions. If, for example, a controller has dined on a 3rd-level thief and a 6th-level wizard, it can send out chemical signals to all in the hivebrood that enable them to hide in shadows as 3rd-level thieves or cast any of the spells the wizard had memorized at the time the character was eaten. Thus, all the members of a hive could cast *fireball* spells, if a controller has eaten a wizard who knew and had memorized the spell!

Fortunately, the hivemind skill transfer has limits. The chemical emissions travel at a rate of only 60 feet per round and dissipate completely after three rounds. If hivebrood insects do not use a hivemind ability within three rounds of receiving it, they lose the ability (except lieutenants, which can "store" abilities, as mentioned above). Furthermore, a controller can activate only one hivemind ability at a time in a single hive. If it emits a second chemical scent before the first has vanished from the minds of the hivebrood members (six rounds), recipients become confused and unable to attack, although they remain able to defend themselves. If hivebrood insects receive two or more hivemind scents from different controllers, they can use them all, though only one at a time.

Once a controller emits a hivemind ability as a chemical scent, it "forgets" the ability, although it may keep an unlimited number in its mind at any one time. This collection can include duplicated abilities and spells, if the controller has eaten several individuals with similar abilities.

An "ability" is defined as one spell (of any level or type), a skill such as a thief's ability, an attack rank, or a fighter's option such as multiple attacks, smash, parry, or disarm.

A hivebrood member loses 1 hit point in the process of casting any spell. Yet the creature will suffer the loss—even die—to cast a spell for the good of the all-important hive.

Habitat/Society: Within the hivebrood, the members form a strict and distinct hierarchy, each doing its appointed task to the best of its ability to further the goals of the hive. Each hivebrood has one mother, the queen and living center of the hive. This large creature can barely move, but others in the hivebrood protect it with fanatical devotion. Besides laying eggs, it secretes a chemical-rich, foul-smelling jelly, which it applies to certain larvae to cause them to develop into lieutenants and controllers.

Not only do the controllers dispense hivemind abilities, they make most of the hivebrood's decisions, including telling the mother when to produce another mother egg and choosing where to send this egg (with a retinue) to start another hive.

Larvae force vast metabolic changes on their unfortunate hosts. Within one day, the host's body has developed a chitinous outer layer of skin and a fibrous coating over his or her eyes. Casting *cure disease* or *heal* on a victim kills the parasitic larva, but the host creature remains badly affected, suffering a permanent loss of 1d6 points from Intelligence, Wisdom, Dexterity, and Charisma due to the broodling's metabolic tampering. However, the host does gain a –1 bonus to Armor Class due to the chitinous nature of the new skin.

After 1d4+1 days, the broodling becomes dormant for 1d4+4 hours. During this time it sheds its outer skin and emerges as an adult soldier (or lieutenant or controller, if the larva received a gel treatment from the mother). It loses all the host's remaining characteristics and memories. At this point, no one can rescue the host from the hivebrood. The simple-minded soldier the broodling has become responds to its chemical orders, otherwise resorting to instinctive, violent actions.

Ecology: Hivebroods are almost always the dominant form of life in their area. If the creatures discover other forms of intelligence nearby, the controllers order soldiers to bring in specimens to serve as hosts and to get rid of the remaining "pests." Controllers also dispatch raiders to find adventurers and others who might possess special abilities they can "learn."

These creatures seem indifferent to any treasure that might lie in or near the hivebrood. Only items such as scrolls (readable by a controller that has eaten a literate spellcaster) prove relevant; other treasure the creatures ignore.

Alchemists prize the paralytic hivebrood saliva for its usefulness as a base in preparing a variety of magical potions; they will pay up to 100 gold pieces per vial.

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Collective being
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High (13)
Treasure:	Nil
Alignment:	Lawful evil
No. Appearing:	2d4 (patrol) or 1d100×10
Armor Class:	3
Movement:	15
Hit Dice:	3–21
THAC0:	Varies by Hit Dice (see below)
No. of Attacks:	1
Damage/Attack:	Varies by Hit Dice (see below)
Special Attacks:	Telekinesis
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S–H (3'–21' long)
Morale:	Fanatic (17)
XP Value:	Varies by Hit Dice (see below)

Hit Dice	THAC0	Bite Damage	Size	XP
3	17	1d6	S	420
4	17	1d6	S	650
5	15	1d8	M	975
6	15	1d8	M	1,400
7	13	1d10	M	2,000
8	13	1d10	L	3,000
9	11	2d6	L	4,000
10	11	2d6	L	5,000
11–12	9	2d8	L	6,000
13–14	7	3d6	H	7,000
15–16	5	3d6	H	7,000
17–20	3	4d6	H	10,000
21	3	5d6	H	11,000

Hordes are frightening life forms native to the Elemental Plane of Earth. Each single horde entity comprises hundreds of separate, insectlike bodies united by a single mind.

The bodies of a particular horde consciousness all look alike, and different hordes often feature their own distinct body types. The bodies of one horde might resemble huge, golden praying mantises, while another horde's bodies might look like small black beetles with glowing red antennae. The size of the individual bodies within a horde varies; each body's length corresponds to its Hit Dice (one with 3 HD measures 3 feet long). The above statistics describe individual horde bodies.

Combat: The horde attacks other creatures whenever it finds such an action in its own best interest. Hordes do not consider any other life forms intelligent and have no compunctions against destroying others. Small patrols (of 2d4 bodies each) guard the outer limits of the area the horde claims; typically, all the bodies in a patrol have an equal number of Hit Dice (therefore, the same size).

In battle, the horde quite willingly sacrifices its individual bodies to further its cause; the bodies automatically fail any required saving throws. However, if the horde loses more than 10% of its bodies in a single activity (one battle, for example), the creature either decides to resolve the problem peacefully (by negotiating or fleeing) or calls another horde for assistance.

In combat, the horde's bodies normally bite foes, overpowering any resistance with sheer numbers. A horde entity can cast *ESP* and *telekinesis* (up to 200 lbs.) up to once per round; use of this spell-like power does not interfere with the activities of individual bodies. The horde communicates among its bodies by *telepathy*; it can easily handle dozens of conversations at once. Though bodies are immune to mental assaults (*charm, sleep, hold,* etc.), physical attacks can hurt them.

A horde dies only if *all* its bodies are destroyed. If any body escapes, the horde immediately begins to rebuild. It can create a replacement body (or increase the size of a physically inactive body) at the rate of 1 Hit Die per turn. The horde cannot use *ESP* or *telekinesis* while creating or increasing a body's size.

Habitat/Society: Sages speculate that a horde life force can control practically limitless numbers of members, perhaps up to 10,000 Hit Dice of bodies. Fortunately, the largest individual horde component body ever seen on Mystara boasted only 21 Hit Dice; some suggest that a horde can have larger component bodies on its home plane. The entity has no controlling body, such as the queen of an insect hive; its mind and life force occupy all component bodies evenly. However, the horde life force can control bodies only within an area 100 miles across. If one of the horde's bodies is taken outside this range, that body becomes a mindless thing and dies in 1d10 days.

Each horde has its own name. All the bodies of a single horde will respond to this name, which can cause confusion among those dealing with a horde.

The extremely lawful hordes will sacrifice as many bodies as needed to reach a goal. A horde does not recognize any other form of life as worthy of respect—even another of its own kind. When a horde needs more room, it simply tries to take it, without regard for other creatures; thus, most consider these creatures evil. Hordes often battle each other for living space.

Ecology: All other intelligent creatures fear and hate hordes. Horrific tales abound of whole lands overrun by a single horde and stripped of all vegetation and native creatures, save for a few "herds" of humanoids raised for food.

The hordes' particular enemies include krysts, erdeens, and undines. Krysts and erdeens, both from the Elemental Plane of Earth, particularly loathe the hordes that have taken over so much of their home plane.

Hsiao

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Household
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	O (I)
ALIGNMENT:	Lawful neutral or lawful good
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	9, Fl 21 (C)
HIT DICE:	4–15
THAC0:	4 HD: 17 5–6 HD: 15 7–8 HD: 13 9–10 HD: 11 11–12 HD: 9 13–14 HD: 7 15 HD: 5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 (claw)/1d6 (claw)/ 1d4 (beak)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Allies
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall, 15' wingspan)
MORALE:	Champion (15)
XP VALUE:	
4 Hit Dice: 420	10 Hit Dice: 4,000
5 Hit Dice: 650	11 Hit Dice: 5,000
6 Hit Dice: 975	12 Hit Dice: 6,000
7 Hit Dice: 1,400	13 Hit Dice: 7,000
8 Hit Dice: 2,000	14 Hit Dice: 8,000
9 Hit Dice: 3,000	15 Hit Dice: 9,000

The hsiao (sh-HOW), or guardian owls, are a race of peaceful philosopher-priests inhabiting the woodlands of Mystara.

Hsiao look like giant owls with broad-feathered wings and large golden eyes. Many observers explain that the hsiao seem to radiate an aura of comfort and intelligent understanding. Guardian owls are silent fliers, whose call brings to mind a dove's coo more than the questioning hoot of a normal owl. Hsiao can speak, but never to outsiders unless the occasion strongly warrants it. They do not carry weapons.

Combat: As peaceful creatures, the hsiao shun combat when possible. However, they do not shirk their duty in the face of an unavoidable battle.

A hsiao's only physical weapons are its sharp beak (1d4 points of damage) and two large claws (1d6 points of damage each). Normally, however, the creature uses its spells in battle before resorting to physical combat. A hsiao can cast priest spells with the ability of a cleric of the same experience level as the hsiao has Hit Dice. Most of these avians are 4th level (4 Hit Dice), while 25% of them have achieved higher levels (maximum of 15th level).

The hsiao's other option in combat is to call for aid. These birds know and work closely with many of the forest's denizens (including actaeons, centaurs, dryads, elves, treants, and unicorns) and may call on them for assistance. In 50% of the cases where a hsiao cries for help, some woodland creature(s) answer the call, arriving in 1d4 rounds. The DM should determine which woodland denizen(s) come to the hsiao's aid either by simply choosing or by rolling on the Woodland encounter table.

Habitat/Society: Hsiao reside in the deep forests, making their homes in the highest trees—most often ancient oaks. The guardian owls build their nests, called households, of earth and leaves. Some extraordinarily elaborate nests feature large earthen tunnels that lace through a number or trees to connect many different chambers far above the forest floor. Other forest creatures often adopt abandoned hsiao households as their own lairs. Tasloi and wood imps in particular enjoy taking over these dwellings.

The eldest female usually heads the hsiao's small family groupings. Since these families are matrilineal, two hsiao that have bonded for life (in a ceremony known as the Moon's Flight), reside in the female hsiao's household. Guardian owls seldom have more than two offspring in the course of their lives. The female broods over a solitary, golden egg for three months before it hatches and a chick emerges. Young hsiao can fly within six months of hatching.

Once of age (able to fly), hsiao begin a rigorous process of schooling that can last up to 10 years and involves priestly teachings and continual questioning by elders.

Hsiao goals include the preservation of woodland wilderness against intrusions by dangerous humanoids. The owls often remain friendly with local druids, working in tandem with them and occasionally exchanging favors.

Guardian owls will not interfere with player characters who inflict no damage to the woodlands or its inhabitants, but they will attempt to correct any PCs who harm their beloved forest.

Ecology: It is uncertain how the hsiao came to be; given their alignment and priestly powers, rumors call them the mortal offspring of a powerful lawful Immortal.

The hsiao's most important ecological role involves protecting the forest and its inhabitants.

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Very (11)
Treasure:	Special
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	3
Movement:	Fl 3 (D)
Hit Dice:	3–7
THAC0:	3–4 HD: 17 5–6 HD: 15 7 HD: 13
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Spells
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T–M (2"–5')
Morale:	Fearless (20)
XP Value:	3 HD: 650 4 HD: 975 5 HD: 1,400 6 HD: 2,000 7 HD: 3,000

Huptzeens are lesser magical constructs animated by a combination of arcane rituals and the cooperation of an inhabitant of the Outer Planes.

Unlike most constructs (such as living statues or golems), a huptzeen has no limbs and bears no physical resemblance to any living creature. Instead, they are crafted in the form of ornaments, pieces of jewelry, or other richly fashioned objects notable for their breathtaking beauty, fine lines, and exceptional craftsmanship.

Combat: In battle, huptzeens have only one method of attack: casting spells. Each day one of these constructs can cast as many spells as a wizard of an experience level equal to its number of Hit Dice. (For example, a 4 HD huptzeen can cast the same number and type of spells as a 4th-level wizard.) However, a huptzeen can never have more Hit Dice than its creator has experience levels.

The set of spells available to any huptzeen is fixed at its creation and can never be altered. The huptzeen's creator may select the spells the creature will wield only from among those he or she knows. Although the construct normally cannot speak or gesture, it still manages to cast spells that require verbal or somatic components.

Huptzeens are smarter than most constructs; they can hear sounds, respond intelligently to changing circumstances, and plan attacks sensibly. Their use of spells demonstrates their superior Intelligence. Since a huptzeen often looks like a piece of jewelry or a curio, the target of its attack may at first have trouble spotting the assailant. Realizing this, the constructs often begin their attack using subtle spells with no obvious origin (like *phantasmal force*).

Huptzeens are immune to mind-affecting spells such as *sleep, charm, hold,* etc. Nonmagical weapons inflict only half damage upon them. When a huptzeen falls to zero or fewer hit points, it explodes, causing 1d6 points of damage to anyone within 10 feet (plus 2 points of damage per unused spell). A victim who makes a successful saving throw vs. dragon breath suffers only half damage from the shattering spray.

Habitat/Society: Huptzeens are created to protect temples, treasures, and other places or items of importance. A wizard usually has chosen a particular guardian's form specifically to make it seem innocuous in its setting (a large piece of jewelry in a treasury, an ornate incense burner in a shrine, or a decorative lectern in a wizard's workshop).

Occasionally, people have been known to use a huptzeen as a bodyguard by wearing the construct (in the form of a large belt buckle, ornate amulet, etc.) or carrying it around (as a rune-covered staff, for example). A huptzeen can move independently only via its slow, magical flight. This pace normally poses no problem, since the creature usually can fulfill its role as a guardian without moving much.

Huptzeens, more intelligent than the majority of constructs, require only general instructions from their creators. They understand the common tongue and can even communicate if they possess a spell such as *whispering wind.*

Ecology: As huptzeens are constructs, created to perform specific functions, they play no part in the natural ecology of Mystara. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.

A huptzeen's construction requires materials costing at least 5,000 gold pieces per Hit Die. However, when a huptzeen is destroyed, the remaining fragments recoup only 1d4×50 gold pieces per Hit Die of the construct.

An intact huptzeen can be sold for as much as 2,000 gold pieces per Hit Die, but the construct will serve a new master only if its creator tells it to do so.

Hutaakan

	Priest	Warrior	Other
Climate/Terrain:	Temperate mountains or ruins	Temperate mountains or ruins	Temperate mountains or ruins
Frequency:	Very rare	Very rare	Very rare
Organization:	Town	Town	Town
Activity Cycle:	Night	Night	Night
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Very (11–12)	Average (8–10)	Average (8–10)
Treasure:	S (I)	S (I)	S (I)
Alignment:	Lawful neutral	Lawful neutral	Lawful neutral
No. Appearing:	1d4+1	1d4+4	1d10
Armor Class:	7 (10)	6 (10)	10
Movement:	9	9	9
Hit Dice:	2	1+1	1
THAC0:	19	19	20
No. of Attacks:	1	1	1
Damage/Attack:	1d6+1 (mace)	1d6 (sword/spear)	1d4 (club)
Special Attacks:	Spells	Nil	Nil
Special Defenses:	Move silently (20%)	Move silently (20%)	Move silently (20%)
Magic Resistance:	Nil	Nil	Nil
Size:	M (6′ tall)	M (6′ tall)	M (6′ tall)
Morale:	Steady (11)	Steady (12)	Average (9)
XP Value:	65	15	7

The Hutaakans are a haughty, callous race, dominated by their priests.

The tall, slender, humanoid Hutaakans have jackal-like heads but otherwise resemble ascetic humans with narrow hands and feet. Hutaakans often decorate or carve their heavy, clawlike nails to represent their rank and station in life. Even the most simple and unassuming of these creatures wears long, somber robes, with the occasional addition of a simple piece of jewelry. They speak in fluting, mellifluous tones using a complex language possessed of a haunting, musical quality.

Combat: The Hutaakans are not a boldly aggressive race—they consider themselves above physical combat with the lesser mortal races (including humans and other humanoids). They will, however, fight without mercy when forced to do so. Hutaakans prefer strategies involving ambush, and they attack with missile weapons when possible.

Hutaakans other than trained warriors rarely fight. Priests are loath to sully themselves in combat and rarely do battle, save when directly attacked. Instead, they prefer to cast spells and call out instructions from a safe distance. Most priests have 2 Hit Dice and can cast spells like a 2nd-level priest. However, the most powerful Hutaakan priests can achieve higher experience levels (up to 11th), with corresponding Hit Dice, spells, and experience point values. These higher-level priests lead Hutaakan society.

In combat, warriors tend to use spears, short swords, and sometimes slings; they typically wear studded leather armor and carry a shield. Priests wear leather armor and carry a shield; they prefer as weapons elaborately carved maces dedicated to one or more of their Immortals. Although other Hutaakans are not skilled at fighting and wear no armor, they can defend themselves adequately with clubs.

All Hutaakans have infravision (60-foot range) and a 20% chance to move silently (as a thief).

Habitat/Society: In Mystara, the Hutaakan empire once covered much of what is now the Kingdom of Karameikos. Today, the few surviving Hutaakans speak vaguely of a great catastrophe that decimated their brilliant race; the remaining examples of their species live in small, isolated communities scattered throughout the Known World. Hutaakan priests rigidly control these communities and the destinies of the survivors.

In general, the creatures consider themselves a sensitive, civilized, intellectual people forced to suffer as the result of the barbarous world's cruel dominance over their cultured nature.

Ecology: Hutaakans often keep valuable coins, potions, gems, and items of rare beauty on their persons and in their homes.

These people pride themselves on both their good taste and their lack of involvement with the rest of the world.

	Wood	Bog	Garden
Climate/Terrain:	Temperate forest	Any swamp	Any garden
Frequency:	Rare	Rare	Very rare
Organization:	Tribe	Tribe	Solitary
Activity Cycle:	Night	Night	Night
Diet:	Carnivore	Carnivore	Omnivore
Intelligence:	Average (8–10)	Average (8–10)	Very (11–12)
Treasure:	S (C, N)	O (A)	R
Alignment:	Chaotic evil	Chaotic evil	Chaotic neutral
No. Appearing:	1d8	2d6	1
Armor Class:	6 (10)	7 (10)	8 (10)
Movement:	9	9	9
Hit Dice:	1–6 hp	1–1	1
THAC0:	20	20	19
No. of Attacks:	1 or 2	2 or 1	1
Damage/Attack:	1d3 (bite) or 1d4 (arrow)/ 1d4 (arrow)	1d3 (claw)/1d3 (claw) or 1d2 (darts)	1d3 (bite)
Special Attacks:	Poison, surprise, snares	Poison, surprise, snares	Summon insects
Special Defenses:	Nil	Camouflage	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	T (1½'–2' tall)	T (2' tall)	S (2½' tall)
Morale:	Steady (11)	Steady (11)	Elite (13)
XP Value:	65 120 (leader) 175 (chief) 270 (shaman)	120	120

Imps are nasty, diminutive creatures that roam the world causing mischief to all they meet. Three forms of imp inhabit the wilds of Mystara: the wood, bog, and garden imps.

Wood Imp

Wood imps are small, evil humanoids that live in dark forests. These green-skinned creatures stand 1½ to 2 feet tall and always seem to have numerous twigs and leaves tangled in their wild, wood-brown hair. Their little faces are quite round, each bearing a gaping slit of a mouth filled with needle-teeth. Wood imps normally dress themselves in stolen scarves and strips of bark.

Combat: Wood imps hate to enter battle head-on, instead relying most often on guile and trickery. Because of this imp's protective coloration, opponents suffer a –2 penalty to their surprise rolls.

The creature's bite causes 1d3 points of damage and often leaves a lingering—although nondamaging—rash. The creatures rarely use this attack, however. Instead, they lay ambushes near traps they have set—usually they favor concealed pits and snares. Victims who fail a saving throw vs. paralyzation (with a –2 penalty) find themselves caught in a trap; the imps then either capture them or slay them with poisoned arrows (see below).

As well as laying ambushes, wood imps also actively hunt those foolish enough to enter their territory, driving the intruders straight into their traps. When hunting, wood imps ride large spiders. Their special saddles allow them to stay mounted even while the spiders cling to the undersides of tree branches.

Wood imps most often attack with short bows, which they can fire even when upside-down. The arrows inflict 1d4 points of damage; an imp can fire two shots per round. It might choose to spend a round coating an arrowhead in spider venom it retrieves from its mount. Characters the arrows hit must make a saving throw vs. poison with a +2 bonus; those who fail become sluggish for 2d4+2 rounds. Sluggish creatures roll for initiative with a penalty of +3 and move at half speed until the effects wear off. The nonfatal poison has no cumulative effect. If the arrows are not fired the round after they are coated in venom, the poison evaporates and must be reapplied.

If forced to enter melee, wood imps drop out of the trees still astride their spiders and attack opponents with their small two-handed swords (damage 1d6), while the spiders attack with their bites.

Habitat/Society: These tribal, petty creatures get along well only with their large spiders—occasionally with each other, too. For every 10 wood imps, there lives one leader with 1–1 HD. However, these leaders rarely wield much control over their people, often resorting to violence or bribery to get a group to act in concert. An entire tribe follows a chief with 1 HD. If these chiefs are slain, wood imp morale drops to 7. Fifty percent of tribes also have 1d4 shamans (priests of 1st to 4th level).

Ecology: Wood imps keep their prisoners and fresh food in lairs among old and rotted trees. The captives usually consist of 2d6 creatures varying from small humanoids (like kobolds) and humans to forest creatures.

Bog Imp

Bog imps, cousins of the wood imps, live only in the deepest swamps and fens and have adapted well to their wet surroundings.

These wizened creatures have dark, gnarled skin, wide mouths, and slightly protruding eyes. Their grasslike hair grows from the top of their matted, greasy heads clear down the backs of their legs. A bog imp has long, dexterous fingers and can sound a cry akin to that of a puppy.

Combat: As with their woodland cousins, bog imps avoid direct combat. They hide very effectively in their natural environment, curling into small "grass-covered hummocks." They become effectively invisible to the eye (although not to infravision), but remain vulnerable to trackers that can scent them. Their camouflage causes opponents to suffer a –4 penalty to surprise rolls.

When forced to attack head-on, the creatures tear at their enemies with their sharp claws (1d3 hit points of damage each), aiming for very vulnerable areas such as the nose and eyes.

Normally, however, bog imps attack by luring their victims to the edge of a standing pool or fen, beside which they have laid snares. The creatures are adept with these snares; an opponent can avoid them with a successful saving throw vs. paralyzation, modified by a -2 penalty due to the imps' skill. The creatures attempt to pull ensnared victims underwater in hopes of drowning them; those caught in one of these snares must make a successful saving throw vs. paralyzation or lose their footing and fall into the water, where more imps wait with weighted ropes and nets to hold them under. Once underwater, victims can drown, as explained in the swimming rules in the *Player's Handbook*. A successful bend bars roll allows a character in the water to break away from the creatures unaided.

Bog imps also enjoy firing darts from reed blowpipes at intruders. These darts cause 1d2 points of damage and are coated with a poison that causes weakness (as the spell of the same name). Victims who fail a saving throw vs. poison lose 1 point of Strength for 1d6+1 turns. Effects of the poison are cumulative.

Habitat/Society: Bog imps make their homes in caves or under hollowed logs in fetid swamps and fens. Their lairs always lie near the stagnant pools of water they use with their snares. They seem less organized than wood imps and have no leaders *per se*. Instead, the creatures solve internal quarrels by fighting (usually attempting to drown one another) until either they reach a resolution of some sort or a more interesting activity comes along. Bog imps hate other humanoids and love to catch and kill them in their snares.

Ecology: The waters surrounding the lairs of a bog imp tribe often contain a great deal of treasure, the belongings of the imps' past victims.

Garden Imp

Garden imps, though not quite as nasty as either of their previously described relations, still can prove utterly selfish, dangerous creatures. These mottled, greenish-brown imps usually stand 2½ feet tall and have pointed faces with large brown eyes and elflike ears. Strange, lilylike flowers often grow in a garden imp's soft brown hair in the spring and summer months.

Combat: Garden imps, as with others of their kind, prefer to attack with guile. Each of these imps knows its particular garden intimately and prepares a variety of traps, pits, and snares to which it can lead annoying visitors. One favorite trick of this monster involves leading the victim to the top of a small rise, under which the imp has hollowed out a pit. The victim must make a successful saving throw vs. paralyzation (with a –4 penalty) or suffer 1d6 points of damage from a fall into the pile of thorny bushes the imp has placed in the pit beneath the rise.

These imps also can attack using swarms of tiny insects that obey their commands. Such swarms have the same characteristics as those created by the 3rd-level priest spell *summon insects*. Finally, garden imps can bite opponents, inflicting 1d3 points of damage.

Habitat/Society: These solitary creatures prefer to live in lush gardens that have been either abandoned or allowed to grow somewhat wild. An imp will keep watch over any dwelling attached to its garden. It normally treats the owners of such a home normally fairly, only bothering them if they attempt to drive it out or change its garden.

Ecology: The flowers from the hair of the garden imp can be used in the creation of a *potion of vitality*.

Jellyfish, Giant

	Marauder	Death's Head	Galley
Climate/Terrain:	Nonarctic ocean	Nonarctic ocean	Nonarctic ocean
Frequency:	Uncommon	Rare	Rare
Organization:	School	School	School
Activity Cycle:	Any	Any	Any
Diet:	Carnivore	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)	Non- (0)
Treasure:	*Nil*	*U*	*Nil*
Alignment:	Neutral	Neutral	Neutral
No. Appearing:	1d10	1d4	1d6
Armor Class:	9	6	8
Movement:	Sw 1	Sw 3	Sw 12
Hit Dice:	4	6	5
THAC0:	17	15	15
No. of Attacks:	40 (1d4/target)	24 (1d6/target)	16 (1d4/target)
Damage/Attack:	1d10 each (tentacle sting)	1d12 each (tentacle sting)	1d8 each (tentacle sting)
Special Attacks:	Paralysis, surprise	Poison	Spit venom
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	10%	Nil
Size:	L (10' diameter)	H (14' diameter)	L (12' diameter)
Morale:	*Average (10)*	*Average (10)*	*Average (10)*
XP Value:	975	2,000	975

Each variety of these huge, nearly transparent creatures possesses stinging tentacles up to 100 feet long. The tentacles look like weeds hanging down in the water, but these giant jellyfish can manipulate their tentacles to attack prey.

Giant jellyfish stay afloat by storing air in one or more large bladders, which make up the majority of their bodies. They float on or near the surface of the ocean.

Marauder

The marauder measures 10 feet across and has 40 tentacles. Its body is almost transparent, making it nearly undetectable (–5 to opponents' surprise rolls). The marauder can use only 1d4 tentacles against each opponent, but it can engage up to 10 at once.

Each tentacle causes 1d10 points of damage. The creature stung must make a saving throw vs. paralysis or be paralyzed for 1d10 rounds. Paralyzed opponents are automatically hit by 1d4 tentacles each round the paralyzation remains in effect. The marauder draws its paralyzed victim toward its mouth and can devour all flesh from a man-sized morsel in 3d4 turns.

A tentacle can be severed with a single point of cutting damage, but only hits scored on the creature's body count toward its hit point total. Tentacles regenerate in several days.

Death's Head

The death's head takes its name from a pattern on its body that resembles a skull. The jellyfish measures 14 feet across and has 24 tentacles. Its body is midnight blue, and the characteristic death's head mark ranges from yellow to fluorescent green.

This aggressive jellyfish initiates attacks. It can bring 1d6 tentacles to bear against an opponent, with each tentacle inflicting 1d12 points of damage. The sting is fatal; any creature stung by a tentacle must make a saving throw vs. poison or die. A successful saving throw means the opponent makes all rolls at a –4 penalty for 1d3 turns; penalties are not cumulative for subsequent hits. This jellyfish can engage four foes at once.

Many sailors harbor a superstitious fear toward the death's head. If they spot one at night, they consider it a sign that someone is going to die.

Galley

So named because it is both a fast swimmer and a deadly surface combatant, this multicolored jellyfish measures 12 feet long and is shaped like a flattened oval. It uses the optical sensory organs on its body and its tentacles to detect prey. The galley has 16 tentacles. It can aim four tentacles at a single opponent, and can attack up to four targets at once. Each tentacle inflicts 1d8 points of damage.

The galley's deadliness stems from its poison delivery. Using its sensory organs, this creature can sense the presence of a foe on the surface; using specialized, tubelike tentacles, it shoots a stream of venom up to 20 feet away (requiring an attack roll). A creature struck by the stream must make a successful saving throw vs. paralysis or be paralyzed for 2d4 rounds. Paralyzed opponents are hit automatically by any tentacle attacks.

A venom attack roll 4 higher than the number needed to hit means the venom has struck the opponent's eyes. In this case, the opponent is blinded for 3d4 rounds and must make a successful saving throw to avoid paralysis.

Galleys instinctively follow ships and often attack objects or creatures tossed overboard.

Kna

Climate/Terrain:	Any ocean
Frequency:	Common
Organization:	Tribe
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11–12)
Treasure:	P (A)
Alignment:	Neutral good (80%) or neutral evil (20%)
No. Appearing:	2d10
Armor Class:	5
Movement:	Sw 15
Hit Dice:	7
THAC0:	15
No. of Attacks:	1 or 3
Damage/Attack:	By weapon or 1d4 (claw)/ 1d4 (claw)/1d3 (bite)
Special Attacks:	Nil
Special Defenses:	Skin protects against fire, blunt weapons
Magic Resistance:	Nil
Size:	L (10'–12' tall)
Morale:	Elite (14)
XP Value:	975

A kna (pronounced NAH) is an aquatic humanoid well known for its strength. These creatures live exclusively in saltwater and cannot breathe air. They vary in occupation from peaceful traders to dangerous pirates.

Knas stand 10 to 12 feet tall and have very muscular builds. Prominent features include large fins on their backs and heads, clawed hands, and bulging eyes. Their orange skin looks scaly but has a rubbery texture. They speak Common and their own tongue and also can communicate in a special silent language.

Combat: Knas usually (70%) arm themselves with special bone spears made for underwater use. Some (30% of those armed) also wield light crossbows designed specifically for underwater combat. Unarmed knas attack with their claws and sharp teeth. All knas boast 120-foot infravision.

Due to the knas' rubbery skin, blunt weapons inflict only half damage on them. Their skin also gives them a +1 bonus to saving throws vs. normal fire.

Knas cannot breathe air. A kna taken out of the water suffocates in 2d4 rounds.

Habitat/Society: Knas live in tribes made up of several family groups (typically 3d4 families per tribe). Each family contains 4d4 adults and half as many noncombatant offspring. Kna children reach maturity in six months.

Like fish, knas reproduce by laying eggs. All females within a tribe share the same fertile period; autumn is the most common egg-laying season. A female kna lays an annual clutch of 3d6 eggs, 2d6 of which actually hatch. Two knas are appointed as the children's full-time guardians for six months. During this time, the guardians teach the hatchlings everything they need to know to enter the adult world. If players encounter guardians with their charges, each guardian's morale increases to Fearless (20) in combat situations.

Kna tribes dwell in shelters built into large, bargelike platforms that float 20 to 30 feet above the sea bed. The knas construct these platforms from the light internal shells of giant squid and decorate them with bright shells and colored stones. Each tribe has its own distinctive decorative pattern.

Many knas live as peaceful traders, enjoying a prosperous relationship with other intelligent sea races as well as air breathers living along the shore. Sometimes trade between knas and humans is conducted by intermediaries, such as sea elves, who feel at ease in both environments.

Unfortunately, some tribes that have seen their territories usurped by ships of surface dwellers resort to piracy. These tribes, called the *uyagh* in their own tongue, wreck surface ships on reefs, overcome the crews, and plunder the cargo. Depending on the tribe's temperament and the victims' behavior, the uyagh might spare or slaughter a crew. (Expect the latter if the surface dwellers killed a kna while resisting.) Knas take no prisoners. Peaceful kna tribes, while disapproving of their pirate brethren, do not raise arms against them.

Besides their normal racial language, knas have a special system of hand gestures and body movements that allows them to speak silently, conveying simple concepts like "retreat," "attack," "help," and "friend." Surface dwellers can learn this sign language using a nonweapon proficiency slot.

Knas tame sea creatures for use as watch animals and beasts of burden. Uyagh use larger sea creatures to help tow surface vessels onto reefs. A kna lair has a 60% chance of containing 2d6 domesticated sea creatures, especially hippocampi (15%), narwhals (25%), common whales (20%), dolphins (20%), and sea lions (20%).

Knas and koprus (see next page) are sworn enemies, as they compete for the same food supply and habitat. Their constant bickering keeps both races' numbers down.

Ecology: Knas hunt many sea creatures that humans consider predators, reducing the population of sharks, manta rays, lampreys, and the like.

Unscrupulous alchemists have discovered how to use kna blood as an ingredient for *potions of water breathing*. These alchemists occasionally have been responsible for devastating raids on communities of good and peaceful knas.

Kopru

CLIMATE/TERRAIN:	Tropical oceans and swamps
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	I, N
ALIGNMENT:	*Chaotic evil*
NO. APPEARING:	1d3
ARMOR CLASS:	3
MOVEMENT:	3, Sw 15
HIT DICE:	8+4
THAC0:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4 (claw)/1d4 (claw)/ 1d4 (bite)/3d4 (tail lash)
SPECIAL ATTACKS:	Tail crush (3d6), charm
SPECIAL DEFENSES:	+2 saving throw vs. magic
MAGIC RESISTANCE:	Nil
SIZE:	M (6'+ long)
MORALE:	*Elite (13)*
XP VALUE:	3,000

Koprus are a degenerate race of heat-loving amphibians. Though they possess intelligence and power, their civilization has been in decline for generations.

The kopru, a man-sized creature with a humanoid upper body, has a smooth head, large eyes, and a tentacled, sphincteral mouth. Its two arms end in webbed, clawed hands, and its sinuous lower body splits into three flukelike, prehensile tails, each capped with a sharp hook. Kopru skin, light tan at the creature's hatching, gradually turns to olive in adulthood and fades to a sickly brown in old age.

Combat: A kopru eschews weapons, instead attacking with a bite and claws that cause 1d4 points of damage each. A kopru also can use its tails in combat; all three tails attack as one and cause 3d4 points of damage on a successful strike, as the hooks on the tails dig in and hold. The round after hitting an opponent with its tails, the creature draws the victim closer, wrapping its tails around the opponent and beginning to crush. On this and subsequent rounds, crushing automatically causes 3d6 points of damage, though a kopru can choose simply to hold an enemy fast with its tails, inflicting no damage. While the tail crush generally has enough power to kill a victim, a kopru also can bite a held victim automatically.

The creature seldom uses claws on a held victim, because it needs them to stabilize itself or to attack other opponents. If it does claw a held victim, the kopru gains a +4 bonus to its attack rolls. A victim held by the tails cannot wield weapons or otherwise move except to struggle; a successful bend bars roll frees a held victim. On land, the kopru needs its arms for locomotion, so it cannot attack with them. It can use its tails to hit only targets behind it while out of the water.

The kopru's most insidious assault is the *charm* spell it can cast instead of attacking physically. The beast may direct this power at any one opponent within a 30-foot radius. A victim who fails a saving throw vs. death magic becomes totally obedient to the kopru's mental commands. If the target makes a successful saving throw, no other kopru of that pack can charm the character successfully during the encounter.

This charm differs from the spell *charm person* in that the subject acts normally in day-to-day affairs, but obeys the kopru immediately when mentally compelled to do so. The kopru that cast the spell receives immediate mental access to the victim's thoughts and memories. A character can be controlled by only one kopru at a time. Once the creature establishes control, distance does not limit the spell's effects. A kopru can manipulate a charmed mind so the victim acts under its compulsion, then resumes normal life again, unaware of being controlled. A caster can maintain this arrangement indefinitely.

The charm remains in effect until dispelled with a *dispel magic* or *wish* spell or the creature dies. (For purposes of *dispel magic*, call koprus 9th-level casters.) Because of their affinity to magic, koprus gain a +2 bonus to saving throws vs. magic.

Koprus hate all intelligent air breathers, especially elves, due to their resistance to *charm* spells. These creatures take special delight in killing elves; their logic tells them that if one cannot control something, better to kill it than let it go free.

Habitat/Society: Koprus enjoy making lairs in very hot, wet environments, seeking out quiet grottos and underwater caves.

In their lairs, koprus live in packs of 3 to 24 (3d8), led by a dominant female. Of all the females in the pack, only the leader lays eggs, twice a year. A clutch includes 2d6 eggs, though only 1d4 immature offspring make it to the hatchling stage.

Evidence suggests that koprus once boasted a powerful undersea civilization. They mastered magic and psionics and built an extensive culture. But climactic shifts or increased competition from other marine races started these creatures on a descent into barbarism that continues to spiral. Adventurers tell of finding ruined kopru cities on the ocean floor, filled with exotic treasures and occupied by nightmarish marine life.

Scholars guess that the kopru ability to read a charmed creature's thoughts may be the last remnant of the psionic abilities so common during their days as a civilized power.

Koprus view humans as brutes to toy with and control. They stalk strangers that wander into their realm, then attack at the victim's most vulnerable moment. Koprus and knas—natural competitors—still fight constantly. Some sages suggest kopru are related to mind flayers as mermen are related to humans.

Ecology: Wizards can use a certain gland of the kopru brain to create a *ring of human influence* and possibly, if they treat the gland differently, to construct protections from charms.

Lizard

	Draco	Footpad (giant)	Gecko (giant)	Horned Chameleon	Lava	Rockhome	Tuatara (giant)	Xytar
CLIMATE/TERRAIN:	Temperate forests and hills	Temperate hills and subterranean	Temperate forests and urban	Temperate forests and hills	Volcanic subterranean caverns	Nonarctic subterranean caverns	Dry temperate plains	Subtropical or tropical desert
FREQUENCY:	Uncommon	Rare	Uncommon	Uncommon	Very rare	Common	Uncommon	Rare
ORGANIZATION:	Pack	Pack	Pack	Pack	Solitary	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Night	Day	Any	Any	Night	Day
DIET:	Carnivore	Omnivore	Carnivore	Carnivore	Carnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2)	Semi- (2–4)	Semi- (2)	Semi- (4)
TREASURE:	U	Nil	U	U	Nil	Nil	V	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d4	1d3	1d6	1d3	1	2d4	1d2	1d6
ARMOR CLASS:	5	6	5	2	3	5	4	3
MOVEMENT:	12, Glide 15	12, Cl 6	12, Cl 6	12	9	15	9	12
HIT DICE:	4+2	2+1	3+1	5	4	3	6	5+1
THAC0:	17	19	17	15	17	17	15	15
NO. OF ATTACKS:	1	1	1	2	1	1	1	1
DAMAGE/ATTACK:	1d10 (bite)	1d6 (bite)	1d8 (bite)	2d4 (bite)/ 1d6 (horn)	1d6 (bite)	1d6 (bite)	1d6 (bite)	1d10 (bite)
SPECIAL ATTACKS:	Surprise	Nil	Surprise	Surprise, tail sweep	Heat	Nil	Nil	Breath weapon
SPECIAL DEFENSES:	Nil	Climb walls	Climb walls	Nil	Weapon melt, fire immunity	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (6′ long)	L (8′ long)	M (5′ long)	L (7′ long)	M (6′ long)	L (9′ tall)	L (8′ long)	L (8′ long)
MORALE:	Average (9)	Average (9)	Average (9)	Average (10)	Champion (15)	Average (10)	Average (8)	Elite (13)
XP VALUE:	420	120	270	420	420	65	270	650

Many types of lizard and giant lizard live on Mystara, ranging from the harmless to the deadly. Some species can be trained for use as mounts by a character with the animal training non-weapon proficiency who has chosen to train lizards.

Draco Lizard

With its scaly skin and fearsome face, the 6-foot-long draco lizard looks draconian—its appearance explains how this creature got its name. Its head is bright red; this coloration fades to yellow at the neck, then gradually becomes green toward the rear. While the draco lizard lacks wings, it does have wide flaps of skin between its legs, with which it can glide through the air like a flying squirrel.

The draco lizard is a carnivore, and it favors unintelligent prey. Nonetheless, a hungry draco may drop from a high perch to attack a human or demihuman morsel. (Such a victim suffers a –3 penalty to surprise.) Draco lizards can be trained for hunting and guarding but will not carry riders.

Giant Footpad Lizard

The giant footpad lizard is an 8-foot-long, slender reptile with slate gray coloration and small ridges on its back. The lizard's body seems rather flat, compared to other specimens.

Long, spindly legs characterize this lizard, as do its long toes that end in round, sticky pads. These pads, combined with the creature's agility and low body weight, make the footpad lizard an excellent climber. The creatures can cope with all but the smoothest surfaces, at any angle up to vertical.

If captured and trained while young, footpad lizards can make excellent mounts or pack animals. Subterranean races such as gnomes prize these giant lizards for their surefootedness in precarious cavern environments.

While bearing a rider, a giant footpad lizard cannot climb slopes steeper than 60 degrees. The lizard can carry as much weight as a pony (maximum 320 pounds).

Some wizards and alchemists use giant footpad lizard hides to help create *gauntlets of swimming and climbing*.

Giant Gecko

The 5-foot-long giant gecko is pale blue with orange-brown spots. The creatures find giant insects and spiders quite tasty; in fact, these lizards are common only in areas frequented by giant arthropods. Preferring to hunt their quarry at night, geckos have natural adhesive pads on their toes that help them climb trees or walls rapidly, then drop onto prey. Geckos employing this tactic penalize victims' surprise rolls by –2.

Giant geckos can learn to work as guard animals.

Horned Chameleon

The horned chameleon, a 7-foot-long lizard with a tail another 10 feet long, changes color to blend in with its surroundings. Opponents suffer a –5 penalty to their surprise rolls.

A very aggressive lizard known to attack people with no provocation, the horned chameleon enjoys employing its sticky tongue, which can shoot out up to 5 feet. A successful hit means the chameleon has pulled the victim into its mouth and bitten, inflicting 2d4 hit points of damage.

The creature also attacks with its horn, causing 1d6 points of damage. Further, it can use its tail to knock down attackers within 10 feet. A tail strike requires a successful attack roll for each victim. While such "knock-downs" cause no damage, victims lose their next round of attacks.

Lava Lizard

A strange reptile, the lava lizard lives in subterranean caverns amid pools of bubbling magma. The creature has a rocklike outer shell that helps maintain the high body temperature it needs to survive.

Most lava lizards have reddish brown hides. Bright red lumps on their outer shells resemble hot coals, and their eyes glow pale yellow. A smoky odor hangs about them.

A lava lizard attacks by biting with its quick but relatively weak jaws. A bitten creature suffers 1d6 points of damage and must make a saving throw vs. breath weapon. Failing the save means that the lizard holds the victim fast in its jaws for that round, inflicting an additional 1d6 points of heat damage. Magical means of fire resistance, such as rings, potions, and spells, can reduce this extra damage. Lava lizards remain immune to normal and magical fires.

Whenever a lava lizard is struck by a nonmagical metal weapon, the attacker must make a saving throw for the item using the "magical fire" category of the item saving throw chart. A failed saving throw means the weapon melts due to the lizard's intense heat. The melted weapon still causes damage on that round, but becomes useless afterward.

Although these creatures dwell in hot subterranean caverns, they can wander several miles away from the life-sustaining heat the lava pools produce. They cannot stay away for long, however. Stories tell of lava lizards found frozen like statues, presumably having strayed too far from their heat sources.

Rockhome

The rockhome lizard is a gentle creature commonly found in subterranean colonies of dwarves or gnomes. Possibly an ancestor of the lizard man, it stands on two legs and seems roughly as intelligent as a domesticated dog.

All rockhomes can run very fast. They have long forelimbs for catching prey and strong jaws. Coloration varies from pure white to whitish hues of green and blue.

As they thrive in captivity, these reptiles can learn to perform simple tasks. They catch rats, carry riders, pull wagons or carts, and run in large wheels to power machines.

Unfortunately, rockhome lizards do not get along well with horses: The species seem to scare each other. In addition, they die if exposed to sunlight, suffering 1d6 points of damage per hour of exposure until dead.

Giant Tuatara

An 8-foot-long lizard that looks like a cross between an iguana and a toad is the giant tuatara. White spikes along its back protrude from olive-colored, pebbly hide. Tuataras have a temperature-sensitive membrane over their eyes which, when lowered, allows the lizards to "see" in darkness (90-foot infravision).

Tuataras love to hunt small animals at night and sleep during the day. They aggressively attack people who wander too close to their lairs.

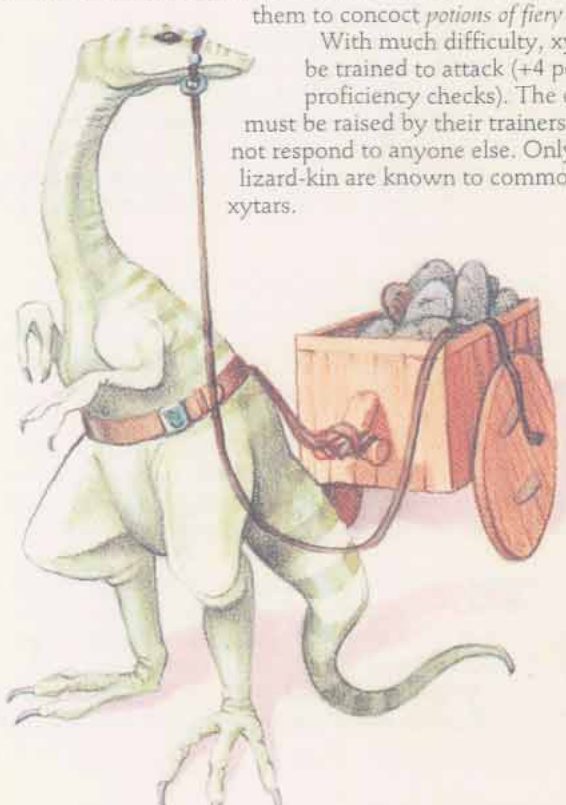
Although these lizards can be trained to attack, the spines along their backs make them poor mounts.

Xytar

Because of xytars' fiery breath, inexperienced travelers sometimes mistake these 8-foot-long lizardlike creatures for dragons. Xytar hides, though predominantly yellow, bear red and orange mottling along the back. Xytars have six legs and long, toothy jaws. They dwell in hot desert areas and can go without water for weeks.

The carnivorous xytars hunt in packs, often targeting passing caravans and settlements on the fringes of deserts. Xytars attack either with their strong jaws or their breath weapon. They can breathe a cone of fire 30 feet long and 10 feet wide at the base, causing 10d4 hit points of damage; creatures in the area of effect take only half damage if they make a successful saving throw. A favorite xytar tactic involves first breathing fire to "soften up" the victims, then closing in to snap and bite in melee. Alchemists seek out the throat sacs that create the lizards' the fire, using them to concoct *potions of fiery breath*.

With much difficulty, xytars can be trained to attack (+4 penalty to proficiency checks). The creatures must be raised by their trainers and will not respond to anyone else. Only sis'thik lizard-kin are known to commonly raise xytars.



Lizard-kin

	Cayman	Chameleon Man	Gator Man	Sis'thik
CLIMATE/TERRAIN:	Temperate or sub-tropical swamp or forests	Nonarctic woods, plains, or caverns	Tropical or sub-tropical swamp	Tropical or sub-tropical desert
FREQUENCY:	Uncommon	Rare	Rare	Rare
ORGANIZATION:	Village	Clan	Village	Tribe
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Omnivore	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)	Low (5–7)	Average (8–10)
TREASURE:	K	E (Q, S)	M	A
ALIGNMENT:	Neutral	Neutral	Chaotic evil	Neutral evil
NO. APPEARING:	10d6	2d4	1d6	3d6
ARMOR CLASS:	7	10	3	5 (4 with armor)
MOVEMENT:	9	12	12, Sw 18	9
HIT DICE:	2	2	7	3+3
THAC0:	19	19	13	17
NO. OF ATTACKS:	1	1	2	1 or 3
DAMAGE/ATTACK:	1d3 (bite) or by weapon	By weapon	2d4 (bite) and by weapon +2	By weapon +2 or 1d6 (claw)/ 1d6 (claw)/1d3 (bite)
SPECIAL ATTACKS:	Surprise	Dimension door	Nil	Nil
SPECIAL DEFENSES:	Stealth	Nil	Nil	Fire resistance
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (1′ tall)	M (7′ tall)	L (8′ tall)	M (6′ tall)
MORALE:	Average (9)	Average (10)	Champion (15)	Elite (13)
XP VALUE:	65 175 shaman	120 175 bodyguard 420 leader	420 650 leader	175 270 bodyguard 650 shaman 975 queen

The lizard-kin of Mystara share an ancient lineage. The chameleon men are the oldest of these races; some believe that caymen, gator men, sis'thik, and standard lizard men all descend from a common ancestor related to chameleon men. Relations between lizard men and the four lizard-kin races, however, range from indifferent at best to hostile at worst.

Cayman

These reptilian humanoids stand about a foot tall, with bodies sheathed in rough brown or green skin. Their black, pupil-less eyes boast infravision with a 90-foot range.

Caymen are intelligent and sociable, dwelling together in villages. Their native language sounds like simple hisses and chitters to other creatures. Fortunately, caymen also speak Common. In addition, some may know the languages of subterranean creatures living nearby.

Combat: Caymen usually avoid conflict, except in self-defense or when protecting their villages, territory, or food sources. When pressed, they use bone weapons, usually small javelins and large daggers. Each weapon inflicts 1d6 points of damage.

In general, caymen dislike frontal assaults. They prefer to surprise an opponent, make a few quick attacks, then flee.

All caymen can move silently and hide in shadows with a 40% chance of success. They use these skills to evade combat, or to surprise foes with whom they must fight; those attacked by a concealed cayman suffer a –2 penalty to surprise rolls.

Habitat/Society: Caymen build underground villages of tunnels and chambers 1 to 2 feet high. They protect these lairs with palisades of packed dirt and woven reeds. The walls have many entrances, all of them the equivalent of concealed doors.

Each cayman village includes 10d6 adults, and half that many noncombatant offspring. Immature caymen reach adulthood in one year. Villages are led by a shaman, equivalent to a priest of 5th to 7th level. These shamans live longer than the average cayman (60 years, as opposed to the normal 40-year life span), so their hides grow tough and improve their Armor Class to AC 6. With a shaman in a cayman party, the creatures' morale increases by 1 point.

Not only do the better warriors use bone weapons and tools, they wear bone and feather headdresses. The more elaborate the headdress, the greater the warrior—though these caymen avoid wearing such adornments in battle, not wishing to alert the enemy to their superior abilities.

These lizard-kin get along well with gnomes and tolerate lizard men. However, due to the caymen's small size, evil subterranean races often take them as slaves.

Ecology: Caymen enjoy eating giant-sized reptiles and amphibians but sometimes fall prey themselves to large predators. They make reliable guides in swamps.

Chameleon Man

The reclusive chameleon men possess a bit of dragon ancestry. In their homes far from human and demihuman civilizations, they generally can avoid contact with strangers.

Chameleon men stand 7 feet tall, and their spindly arms and legs make them look quite thin. They move with a stride that other races find gangling and awkward. Chameleon men have multicolored, somewhat scaly skin with stripes of many colors: red, blue, green, yellow, brown, orange, black, and white (though few chameleon men have every possible hue). The colors seem to shift and swirl when the creatures walk (a trick of the light as it plays off their scales).

Combat: Chameleon men usually arm themselves with light weapons: daggers, spears, or clubs. They never wear armor, as

it interferes with their natural abilities; they would rather blend in with the scenery than fight openly.

By far the most useful feature of the chameleon men remains their vanishing ability, which they use to avoid combat or to surround opponents. Each round, a chameleon man can vanish and reappear up to 120 feet away. This ability essentially mirrors the wizard spell *dimension door,* with a 120-foot range limitation. The creatures wield such precise control over this ability that they never reappear in midair or inside solid objects. Of course, a chameleon man cannot appear in the exact spot as someone or something else. These lizard-kin cannot attack in the round that they use this ability.

Chameleon man leaders—or Lords of Shade and Hue—have 4 Hit Dice and 1d20+10 constant bodyguards with 3 Hit Dice. Leaders can blend in with any natural background and have a 90% chance to remain undetected while unmoving. Lords and their bodyguards have a morale of Average (9).

Habitat/Society: All chameleon man settlements feature a magical site called a *tookoo.* The tookoo of a cave-dwelling clan might be a special grotto that glistens with arcane crystals. Forest dwellers might revere an ancient tree of strong magic. These sites always radiate magic and enable chameleon men to fight at a +2 bonus to attack and damage rolls. When fighting for their tookoos or homes, their morale rises to Fearless (20).

Once a year chameleon men shed their skin, much as a lizard does. They save the skin for a vital purpose: reproduction. As this race has no female gender, chameleon men reproduce by placing their old skins in their clan's tookoo. The offering has a 60% chance of magically transforming into a young chameleon man, which grows to maturity in just eight weeks.

Ecology: Chameleon men enjoy watching over old woods and caverns, maintaining the harmony of nature. They are sometimes hunted by lizard men, who fear their ability to vanish. These lizard-kin subsist on crops they cultivate and fish. Less scrupulous wizards prize a chameleon man's skin as a component for making *robes of blending.*

Gator Man

Gator men—horrible, lizardlike humanoids—result from magical experiments on lizard men that went awry. The escapees have thrived, expanding their ranks into a new race.

These lizard-kin stand 7 to 8 feet tall, their bodies covered in dark green scales. They have alligator heads and mouths with prominent, sharp teeth. Slitlike black pupils split their red eyes.

Gator men speak Common and the language of lizard men. They refuse to negotiate with strangers, preferring instead to attack unwary parties of humans and demihumans.

Combat: Gator men possess formidable Strength (18), and their bite causes 2d4 hit points of damage. Many carry large, crude swords, which they wield with a +1 bonus to attack and +2 bonus to damage rolls.

A huge specimen, the village chief can cause 3d4 points of damage with its bite. A chief wields a sword with Strength 19, gaining a +3 bonus to attack and a +7 bonus to damage rolls.

Habitat/Society: During experiments in which evil mages tried to fuse lizard men and alligators, several specimens managed to escape and fled into the swamps. Once there, they reproduced rapidly, overcoming all predators and competitors.

Some tribes of gator men reportedly follow shamans with spellcasting abilities equivalent to those of 7th-level clerics.

Ecology: Gator men consider themselves the mortal enemies of lizard men, usually attacking them on sight in an effort to drive the lizard men away from gator man homeland.

Raiding parties of gator men often make sweeps of isolated settlements for fresh human meat to supplement their diet of lizards, alligators, and other animals native to swampland.

Sis'thik (Desert Scourge)

In burning deserts live nomadic humanoids called Sis'thik, a proud race of reptilian warriors that fear nothing.

Sis'thik have thick, leathery light tan skin that lets them blend in with the arid terrain. Their nostrils can seal out dust, and transparent eye screens allow them to see in sandstorms.

Combat: Female sis'thik use scimitars in combat and sometimes employ shields (boosting their AC to 4). These females boast great strength, inflicting a +2 bonus to damage rolls using melee weapons. Males, if forced, attack with claws and bite.

Normal fires do not affect sis'thik; plus, these lizard-kin suffer only 1 point of damage per die of magical fire damage.

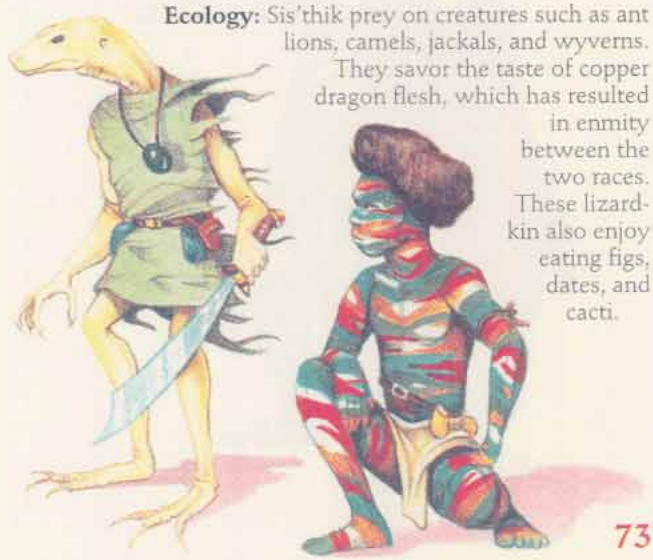
Habitat: Sis'thik tribes have 3d6 × 10 adult members, plus 4d6 noncombatant children. Female sis'thik control the tribes and do all the fighting. The males seem slow and stupid, existing only for mating and drudge work. Females do not reproduce often, considering how much other work they have to do. Most lay a clutch of 2d4 eggs every other year.

Each sis'thik tribe follows a queen with 8 Hit Dice, who receives a +3 bonus to damage rolls. The queen is accompanied at all times by 2d4 bodyguards, each with 4+1 Hit Dice. Each tribe also includes 1d4 shamans of 1st to 8th levels.

Some sis'thik tribes breed xytar lizards as mounts; two sis'thik can ride a single xytar. In addition, these lizard-kin have been known to cooperate with blue dragons.

Each sis'thik tribe has its own territory. Any who wish to cross it must debase themselves before the queen and shower the tribe with gifts of wine, food, and metal items. Sis'thik sometimes build shelters of mud brick, usually near oases and other resting places. They do not appreciate others using these structures without permission.

Ecology: Sis'thik prey on creatures such as ant lions, camels, jackals, and wyverns. They savor the taste of copper dragon flesh, which has resulted in enmity between the two races. These lizard-kin also enjoy eating figs, dates, and cacti.



Lupin

Climate/Terrain:	Temperate plains, forests
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	C
Alignment:	Any good
No. Appearing:	2d6
Armor Class:	10 (8 with armor)
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5'–6' tall)
Morale:	Steady (12)
XP Value:	65

Lupins are canine humanoids who, despite looking much like werewolves, despise these true lycanthropes. (Some lupins hate werewolves so much they actively hunt them down.) Despite their fearsome appearance, lupins generally act friendly toward humans and demihumans.

A fine coat of fur, typically ranging from black to light tan, covers a lupin's body and its canine face. The extremely rare pure white lupins usually possess gifts of extraordinary powers (spells, psionics, etc.). All lupins have hair on their canine heads similar to human hair. As a lupin ages, this hair gradually turns snowy white. A lupin has a nonprehensile tail.

Lupins speak Common and their own language, which, to outsiders, sounds like a series of yaps, howls, and barks. They maintain friendly relations with humans and demihumans and will not immediately attack a party of strangers that shows no signs of evil behavior.

Combat: Lupins enjoy fighting in packs, surrounding and harassing their prey first. With the target thus distracted, one individual darts in and strikes, returning to the surrounding circle so another lupin can attack.

An instinctive hatred of werewolves runs strong in lupins. They normally employ weapons such as lances with silver heads, silver swords, and silver-tipped flight arrows against these foes. Lupins carry at least one normal melee weapon, usually a sword or mace, to deal with nonlycanthropic threats.

Lupins can detect a werewolf in human form 90% of the time. Upon finding one, they let out a ferocious howl, then attack without mercy. The canine creatures have only a 15% chance of detecting other kinds of lycanthropes in human form and do not attack these other types on sight.

Like werewolves, lupins are repelled by wolfsbane.

Habitat/Society: Lupins are quite civilized, known to build villages made of wooden lodges. The lodges, constructed of bark attached to wooden frames, center around a fire called the *bg'tyr*, which serves as the tribe's socializing and meeting place. Most lodges house a single pack, while some large ones hold up to three or four packs. Nomadic lupins prefer comfortable caves and build bg'tyrs to mark their locations. Lupins avoid human cities, which seem too big and too dirty for their taste.

Because of their near-perfect ability to spot werewolves, lupins find themselves valued allies to humans in rural areas.

Lupins run in tribes of 3d4 packs; each pack has 2d6 adults plus 1d4 pups. Each pack follows an elder with 3 to 5 Hit Dice. A tribe's elders join to form the White Howl, the lupin ruling group. The White Howl gets its name from its members' hair, usually white with age.

Some sages speculate that lupins branched off from the true werewolf bloodline long ago. Tribal tales contain cryptic references to the Great Division, a bloody schism that spawned the hatred that exists to this day. Though details remain sketchy, apparently lupins believed in peaceful coexistence with nonshapechangers, while the true werewolves saw those locked into one form as nothing but potential food sources.

Some lupin packs consider the week of the full moon the most important time of the month. During the two or three days that week when the full moon shines brightest, these packs form hunting parties known as *Ah'flir*, with the specific purpose of tracking down and killing werewolves. An Ah'flir usually includes 4d4 lupins, who drive themselves ferociously in a terrifying devotion to the hunt. During the week of the new moon, when the sky is blackest, these lupins feel sluggish and apathetic, knowing they must wait another month to experience the joy of hunting werewolves under the full moon.

Ecology: As hunters, lupins take only what they need. They especially enjoy tracking wild boars, deer, and bears. They love fresh meat so much that they consider talk of eating vegetables a vulgar insult.

In general, lycanthrope populations dwindle in areas where lupins commonly live, and lupins seem rare in lands dominated by lycanthropes.

Lycanthrope, Werejaguar

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to very (5–12)
TREASURE:	U
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (claw)/1d4 (claw)/1d8 (bite)
SPECIAL ATTACKS:	Rear claws (1d6 each), leaping
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapons, surprise
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall in human form)
MORALE:	Elite (13)
XP VALUE:	2,000

Lycanthropes in Mystara

A lycanthrope is a human who can change into a beast; the most common example is the werewolf. Lycanthropes normally wear no armor, since it interferes with their shapechanging.

Some animals (such as horses) do not like the smell of lycanthropes, and will react to them with fear. To a casual observer, the animal looks "spooked," pawing at the ground, trying to distance itself from the lycanthrope, making noise, etc.

A person attacked by such a creature could become a lycanthrope; the chance is equal to 1% per point of damage suffered from the lycanthrope's attacks. A character infected with lycanthropy can be cured with the application of a *remove curse* spell, followed by a successful saving throw vs. polymorph. A lycanthrope returns to human shape at death.

Werejaguars

Mystarans know werejaguars as the scourge of tropical rain forests: solitary, extremely effective hunters. The werejaguar has three forms: completely human, a human-jaguar hybrid, and a jaguar with glowing red eyes.

In their human form, werejaguars are generally lithe, athletic folks, with long limbs and very sharp hearing. Their mood varies between quiet but alert contemplation of their surroundings to a harsh, controlled, predatory rage. In this form, werejaguars act impatient and short-tempered in cities.

In their hybrid form, werejaguars boast elongated and very muscular legs. Their torsos remain human, but also grow much more muscular. Hybrid forearms end not in human hands, but in prehensile claws. The feet feature claws, too (not shown here), enabling the creature to rake an enemy. In this catlike humanoid form, a werejaguar can walk upright or run on all fours. The hybrid has a jaguar's head—one still capable of human speech and facial expressions.

The pure jaguar form cannot speak, but does retain human mental faculties, plus the animal's hunting instincts. Only the glowing eyes indicate its lycanthropic nature.

Combat: Werejaguars do not simply rush headlong into attacks. Rather, these hunters stalk their prey in the wilderness and choose a moment of weakness to attack.

In their jaguar state, these lycanthropes can climb quite well; they scale trees and cliffs as thieves climb walls, with a 95% success rate. Because of their feline stealth and natural camouflage in rain forests, opponents suffer a –2 penalty to their surprise roll. A werejaguar also gains a +1 bonus on its initial attack roll when leaping from above onto prey.

In combat, the werejaguar can rake a victim with its two rear claws automatically for 1d6 hit points of damage apiece if both front claws strike successfully that round. The creature can use this attack form in both its pure jaguar and hybrid states.

The creature can summon 1d2 normal jaguars that will arrive in 1d4 rounds. In some cases (25% likelihood), 1d4 jaguars will be with a lycanthrope when a party encounters it. Like other werebeasts, werejaguars are hurt only by silver weapons.

Habitat/Society: Werejaguars have no interest in seeking out or working with their own kind. Each has its territory and almost always meets a fellow werejaguar in trouble with indifference.

True werejaguars (born to lycanthropy, not infected with it) mate only once. After producing a litter (1d8 kittens), the two split up again. The female spends a year caring for the young.

Contrary to popular lore, true werebeasts change form at will, unaffected by phases of the moon. Only infected lycanthropes unwillingly change shape during the full moon. True werejaguars cannot be "cured" of lycanthropy.

Some rain forest tribes fear werejaguars, revering them as minions of evil Immortals. Rumors tell of savage werejaguars able to cast clerical spells; these cats, witch doctors in hidden villages, devour victims in service to their Immortals.

Ecology: Werejaguars hate weretigers with a passion, loath to share hunting ground with another feline lycanthrope. In the twilight, they enjoy hunting game, from animals to humans.

Lycanthrope, Wereswine

CLIMATE/TERRAIN:	Any forest, swamp, or urban
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d3
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (tusks) or by weapon
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall in human form)
MORALE:	Champion (15)
XP VALUE:	2,000

Existing on the fringes of human settlements, wereswine appear either as huge hogs with tusks or as grossly fat humans. These lycanthropes would seem almost ridiculous if not for their voracious hunger for human flesh and the homicidal ferocity they display in satisfying this appetite.

In their human form, wereswine are extremely fat by choice. Their appearance helps lull would-be victims into a state of incautious behavior. In this form, the males have bald heads and no facial hair. At will, some wereswine can extend their ears and tusks to appear more piggish, as shown in the illustration below. (This parlor trick is about as commonplace as wiggling ears and rolling tongues among humans.)

In pig form, wereswine look like pink, smooth-skinned hogs of large girth. Only when victims get close enough to the mouth of such a beast do they realize it has fangs.

Wereswine take no hybrid form. Although they can shapechange freely during the night, unaffected by the moon cycle, they must keep one shape throughout the daylight hours—usually their human form.

Combat: Wereswine prefer indirect means of combat, relying on ambushes to throw their victims off balance. If a wereswine has gone without food for too long (two days), it casts aside all sense of tactics, rushing headlong at victims to sate its ravenous appetite.

Whether in pig or human form, all wereswine can cast a *charm person* spell three times a day. A saving throw vs. spell, though allowed, receives a –2 penalty. The creature usually resorts to this spell to snag prey quickly. As a rule, each wereswine controls 1d4–1 charmed humans at any given time.

In general, a wereswine in human form avoids combat, its bulk making it unsuited to fighting. In this form, a wereswine prefers to outwit its prey or even employ poisons. If pressed, however, a creature in its human form can fight with clubs, daggers, and other small weapons that do not require great force or skill to wield.

In pig form, wereswine use their large tusks to rend flesh. A favorite tactic makes good use of their low-slung profile: They lay low in dense underbrush and attack when prey walks by.

Habitat/Society: Wereswine fit the stereotypical role of the dirty, greedy, lazy pig. In their human form, they tend to be slow, unkempt, avaricious, and always hungry.

Many wereswine once lived as merchants or farmers, ambushed on the outskirts of towns or attacked on their farms and infected with lycanthropy. Those who used to be merchants still can keep their businesses going, using their charmed victims as loyal lackeys and spies.

Wereswine feel obsessed with creature comforts such as rich food, plentiful wine, soft beds, nice furniture, and the like. They make their lairs in comfortable cabins and manors a bit removed from the bustle of towns and cities, but close enough to civilization to keep them well fed.

The life of a wereswine is filled with decadence, and the creatures wallow in it. In fact, wereswine prefer to stay in their human state, changing into pigs only to attack or mate.

Wereswine must be in pig form to mate. The average litter consists of 2d4 piglets. The young can shapechange at six months, taking the form of fat human adolescents.

If a wereswine has been infected with lycanthropy (not born a were-creature), a special situation triggers its change into pig form. The creature must make an Intelligence check to resist. This trigger might be something like watching someone eat a large meal.

Ecology: Wereswine and wereboars are tenacious enemies; when in animal form they attack each other on sight. Each of the two porcine lycanthrope types can sense the other in human form and is likely to become belligerent. Wereswine and wereboars enjoy hunting each other for food.

	Demos	Caldron	Galvan	Hypnos
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Average (9)	Average (9)	Average (9)	Average (9)
TREASURE:	C	V	C	U
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2d6	1d4	1d3	1
ARMOR CLASS:	7 or armor type	5	3	7
MOVEMENT:	12	12	12	12
HIT DICE:	3+2	4	5	2
THAC0:	17	17	15	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Entanglement, acid	Lightning bolt	Charm
SPECIAL DEFENSES:	Spell immunities	Spell immunities	Spell immunities	Spell immunities
MAGIC RESISTANCE:	30%	40%	50%	20%
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP VALUE:	120	175	420	175

Magens (pronounced "MAY jens," originally *gens magica,* or "magical people") are constructs created by wizards of at least 12th level by means of complex conjurations and strict and obscure alchemical formulas. The procedure for creating a magen varies depending on its type; some magens require extra work. In general, a wizard must anticipate a large expenditure of time and money.

Wizards construct magens out of a magically charged gelatin using shaped molds. Magens usually resemble perfectly formed humans, though some vain wizards fashion the magen faces to mirror their own. Wizards never shape them to resemble animals or monsters, but sometimes give them bestial features. The creatures typically look grayish white, unless they are painted or otherwise decorated. Their smooth bodies can gain texture or the semblance of hair through the work of a skilled artisan. Magens feel warm to touch, with a consistency similar to that of human flesh. While these creatures might look alive, sages do not consider them living beings; they do not sleep or eat, nor do they have emotions or free will.

When created, a magen automatically knows how to speak one language its creator knows and has chosen for it. It can learn one or two other languages later, if taught.

A magen follows its creator's commands without question, even to the death; it makes an ideal guard. Unlike most other constructs, these creatures can follow detailed commands and learn complex procedures to the same extent as a human of average intelligence. Magens even can be instructed in making simple decisions, if given criteria by which to judge events.

While the magens here represent all known types, experimentation continues—powerful wizards might create new types at any time.

Combat: A magen can be taught to use one or more weapons and employ them most frequently in attacks. Caldrons, galvans, and hypnos also have special attack forms.

Demos magens use armor and weapons to serve their masters. Their creators give them the skill to use one type of melee weapon and one type of missile weapon; they can be taught more types later. If they wear armor, they enjoy the benefit of the appropriate Armor Class, provided it exceeds their natural AC 7. No other type of magen uses armor.

Caldrons have the ability to stretch their arms and legs up to 20 feet. They do not attack with their legs, but can stretch them to reach otherwise inaccessible places. Caldrons attempt to wrap their arms around victims and can use both arms in the same round, attacking one or two opponents. After a successful attack roll, the caldron holds the victim and secretes a powerful acid that causes 1d10 points of damage per round until the victim is freed. Breaking free requires a successful open doors roll or the death of the caldron. Note that the acid can destroy a victim's items unless saving throws are made for them.

Galvans have the ability to store static electricity, which they discharge as lightning bolts 60 feet long and 5 feet wide. Those in the area of effect suffer 3d6 points of damage, though a successful saving throw vs. breath weapon halves the damage. Galvans can discharge up to three bolts a day.

Hypnos, physically the weakest magen, possess a subtle power that makes them very useful, especially considering how hard it is hard to tell magen types apart. Hypnos can attempt to use *charm person* once per round; a victim who fails a saving throw vs. spells believes the hypnos to be a valued friend. One who makes a successful saving throw against the enchantment remains forever immune to the charm power of that particular magen. Once per round, the hypnos can contact a single charmed victim telepathically and use a *suggestion* spell; a target may attempt a saving throw vs. spell to avoid following the *suggestion,* but if the saving throw fails, the victim follows any reasonable course of action the magen suggests. The hypnos bases its suggestions only on instructions from its creator.

All magens are immune to *charm* and *fear* spells, as well as to most other mind-affecting spells that affect emotions. The creatures can fall victim to *hold* and *sleep* spells.

When a magen reaches 0 hit points, its body dissolves suddenly in an acrid burst of multicolored flame and smoke. One round later, no traces of the creature remain—even the odor has faded. It seems almost as if such a being was never there at all.

Should a magen's creator die, the construct almost always goes mad, launching itself on a rampage of senseless destruction until it is destroyed.

Habitat/Society: Magens have no society of their own. However, they are reasonably intelligent and can speak; some lonely wizards teach them to respond to conversation and to act in a polite manner, too. Since they have no will of their own, magens never truly become part of society, except perhaps as slaves. While the constructs have no emotions, they can be taught to emulate them in certain instances.

Demos are the most common type of magen. Their lack of special powers makes them good choices as aides in polite company; wizards generally use only this type as domestic servants and consider them excellent bodyguards as well.

One hardly ever sees caldrons used as messengers or domestic help, because of their slight acidic smell and their unsettling ability to stretch their limbs.

Ecology: The ageless magens exist purely through magic and do not need air, water, food, or sleep. As constructs that consume nothing, magens have little impact on their surroundings, except as potentially destructive forces.

Most scholars and sages agree that magens were developed by an impatient wizard or wizards who wanted to make a construct, but did not want to wait to gain the considerable power needed to create a golem. Certainly, magens are not as powerful as golems, and it takes less effort, money, and experience to create them. Some believe wizards developed magens merely as practice before attempting to create golems. Magens have greater intelligence than golems, however, and sometimes can pass for human.

Some speculate that the Immortals of Mystara handed down the knowledge of creating magens to early wizards, but this theory cannot be confirmed.

All magens are composed of the same basic material: a liquid suspension charged with magic—think of a magically charged gelatin. The liquid's actual composition varies, but all ingredients prove exotic and hard to come by, except in a large city with a well-stocked mage's guild, alchemical college, or components store.

The wizard creating a magen must have a fully stocked laboratory at his disposal, including 1,000 gold pieces worth of special tools and equipment needed to create magens. In addition, a mold must be fashioned of electrum; most wizards hire a metalsmith or sculptor to help with it. Building the mold takes at least six weeks (more for finer work) and materials and labor worth 15,000 gold pieces (or as low as 10,000 gold pieces if the wizard has the appropriate facilities and skills to help in the task).

To make a magen, the wizard also must purchase 3,000 gold pieces worth of chemicals and obscure components for the suspension. The liquid takes two weeks to prepare, and during that time the wizard concentrates so steadily on enchanting and mixing it, he can do nothing else save eat, sleep, and rest.

Once the wizard has prepared the suspension, he must add certain unique ingredients, depending on the type of magen desired. To prepare a demos, the wizard must add the melee and missile weapons he wants the completed magen to know how to use. To form a caldron, the creator adds a pair of tentacles from a roper or choker. Building a galvan requires a part of any creature that can generate electricity or lightning bolts. Finally, to create a hypnos, the wizard must liquify a scroll holding a *charm person* spell and pour it into the mixture.

The wizard transfers the prepared liquid to the mold and casts the following spells rapidly in this order: *lightning bolt, fabricate, transmute mud to rock, stone to flesh, domination* and *lightning bolt* again. The tremendous energy of the spells interacts with the gel; roll 1d20 and check the following table for the outcome.

Roll	Result
1	*Lightning bolt* spell reflects back at the caster. Failed.
2–3	Mixture and mold explode, causing 4d6 points of damage to everyone in a 10-foot radius. Failed.
4–6	Nothing happens. Wizard must create a new gelatin. Failed.
7–19	A magen is born! Success!
20	A magen is born! What the wizard does not know, however, is that an evil intelligence from the Outer Planes has possessed its body and eventually will turn the creature against the wizard.

The equipment, tools, and mold can be reused after the first construction. If a wizard tries to use the mold to create a different type of magen than it previously produced, the attempt automatically fails. Each reuse of a mold requires a saving throw vs. lightning. Failure indicates the mold breaks during the final spellcasting. If breakage occurs, yet the 1d20 roll indicates success, there is a slight (5%) chance that the magen emerges perfectly formed—and fully self-aware, not subject to the wizard's command! But usually, a broken mold results in a misshapen magen that dissolves into nothing within a few minutes.

Climate/Terrain:	Wizards' laboratories
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Water and soil nutrients
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	12
Hit Dice:	1–4 hp
THAC0:	Nil
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Shriek
Special Defenses:	Melding, hide in shadows
Magic Resistance:	Nil
Size:	T (10" tall)
Morale:	Unsteady (6)
XP Value:	120

The manikin, a tiny humanoid with gray or brown rubbery skin, smells of freshly turned earth. It does not speak or write.

The creature comes from a rare plant called a mandragora. The plant's 10-inch-long root has a gnarled humanoid shape, with a few leaves growing at the top. Wizards familiar with the mandragora (such as those with the herbalism proficiency) can use arcane methods to turn the root into a manikin.

Combat: The manikin cannot fight effectively, so it avoids combat. The creature seems quite fast for its size. In addition, it can meld into wood and move within it at a rate of 10 feet per round. It also can meld with stone, though it moves through it at only 5 feet per round. In addition, the manikin can hide in shadows with a 65% chance of success.

The manikin wreaks vengeance on any who would slay it, emitting a horrible shriek when it dies. The individual who killed it must make a successful saving throw vs. death or fall dead, as if affected by a lethal poison.

When a manikin dies, its creator permanently loses a number of hit points equal to the creature's. A manikin expires instantly when its creator dies.

Habitat/Society: A wizard can enchant as many manikins as he wants, as long as he can find enough mandragora roots.

The manikin's creator can read the little creature's mind as clearly as if it were a book. The wizard mentally controls the manikin and often uses it as an assistant when working in his laboratory. When the wizard is performing a complex experiment, the creature automatically senses its master's needs and performs the necessary task, such as fetching tools or handling poisonous substances. Using manikins as help when making potions or other magical items increases the success chances by 3% per manikin used, to a maximum of 12%.

A wizard must designate a specific point of his laboratory as the manikin's spiritual tether (any unmovable item will suffice). This location can never change, and the manikin must remain within 100 feet of this point until either it or its creator dies. Often, the manikin's tether point is a large pot holding soil.

The manikin must spend at least an hour each day in soil, absorbing the nutrients and water it needs for survival. A manikin denied soil and water loses 1 hit point per day until it dies, at which time it releases its shriek to affect whoever prevented it from gaining the substances required for life.

Ecology: The manikin has no real effect on the environment, except as it helps its creator. A manikin's body can be used in the same ways as a mandragora root (see below).

Mandragora Root

The rare mandragora roots grow only in temperate forests; one mandragora almost never grows within 20 miles of another. A successful herbalism proficiency check allows a person to recognize signs and determine if a mandragora root grows in a given forest (or section of a large forest). Finding the root requires hours of searching. Provided mandragora root grows in the area, a person with the herbalism nonweapon proficiency has a 1-in-10 chance each hour of finding the root; someone without herbalism has a 1-in-20 chance each hour of locating it.

The mandragora root feels warm to the touch and sometimes twitches slightly. However, the root cannot travel by itself and has no combat abilities. Like the manikin, though, the mandragora has a spectacular defense: If pulled up, the root oozes a bloodlike sap and shrieks horribly. The creature uprooting it must make a successful saving throw vs. death or die in agony as the plant shrieks. Looping a rope around the plant and pulling it out does not spare one from the dire effects, nor does deafness. It seems as if the plant wants to avenge its death, and no defensive measure can stop it.

Mandragora continues to be harvested, nonetheless. Evil wizards have been known to tie the plant to a dog or other small animal; the animal dies in the process of uprooting it, but the wizard can then safely pick up the root. Most wizards find the *unseen servant* spell useful in harvesting this plant.

Eating raw mandragora root necessitates a saving throw vs. poison. Success means the taster falls ill for 1d6 hours and lies helpless with stomach spasms; failure results in death.

Knowledgeable alchemists can treat the mandragora root to produce various compounds, such as poisons, soporifics, anesthetics, aphrodisiacs, or medications that improve fertility. The root is also a major component of *philters of love* and *potions of invulnerability, heroism, treasure finding,* and *plant control.* Only one compound or potion can derive from each individual root. To create a manikin, a wizard enchants the mandragora root with a *monster summoning I* spell, followed by *permanency.*

Mek

CLIMATE/TERRAIN:	Ruins or any	
FREQUENCY:	Very rare	
ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Any	
DIET:	Nil	
INTELLIGENCE:	Non- (0)	
TREASURE:	Nil	
ALIGNMENT:	Neutral	
NO. APPEARING:	1	
ARMOR CLASS:	–4	
MOVEMENT:	9	
HIT DICE:	11–16	
THAC0:	11–12 Hit Dice: 9	
	13–14 Hit Dice: 7	
	15–16 Hit Dice: 5	
NO. OF ATTACKS:	2	
DAMAGE/ATTACK:	5d6+10 (fist)/5d6+10 (fist)	
SPECIAL ATTACKS:	Paralyzing breath	
SPECIAL DEFENSES:	Spell immunity	
MAGIC RESISTANCE:	Nil	
SIZE:	L or H (15'–25' tall)	
MORALE:	Fearless (20)	
XP VALUE:	11 HD 12,000	14 HD 15,000
	12 HD 13,000	15 HD 16,000
	13 HD 14,000	16 HD 17,000

Meks (possibly a derivative of the word "mechanical") are huge metallic creations, fabricated by a long-dead race of inhuman, insectlike sorcerers. Most meks resemble their creators, having barrel-like chests; and long, barbed, double-jointed arms and legs. However, meks resembling giants, lizards, and other creatures have been found, too.

Meks usually serve as guardians and only attack beings who intrude into the area they protect. However, characters might encounter one of the few wild meks that wander as marauders.

These unintelligent creatures do not communicate, but follow the simple, verbal orders their creators gave them long ago. Rumors state that on rare occasions, a powerful individual has learned how to usurp control of a mek—at least for a while.

Combat: Meks vary in power. To randomly determine the number of Hit Dice of a given specimen, roll 1d6 and add 10.

A mek responds to motion; it cannot see a creature that remains perfectly still. The best defense against a wandering mek is to remain stock still, out of its path, and wait for it to pass by. This requires a character to remain motionless for approximately 1d3+1 rounds, enough time for the mek to move out of range. In order to remain motionless, a character must make a Dexterity check each round.

Meks attack by striking with their heavy, metallic limbs, inflicting 5d6+10 points of damage with each of their two mighty fists. So great is a blow from one of these monstrosities that a creature hit by both fists in one round must make a saving throw vs. paralysis. A failed saving throw means the mek has knocked the victim off his feet, stunned for 1d4–1 rounds. If the saving throw succeeds, the target still falls prone.

These creatures use their effective Strength of 22 to great effect by grabbing opponents with a successful attack roll, lifting them off the ground, and hurling them 1d6 × 10 feet away. Victims suffer 1d6 damage for every 10 feet thrown, plus the mek's Strength bonus of +10 to damage.

Once each turn, a mek can exhale a cloud of paralyzing gas. This cloud, a 10-foot-radius sphere centered around the creature, does not obscure vision and remains stationary if the mek moves away. Each creature within it must make a saving throw vs. breath weapon for each round spent inside; failure indicates the victim becomes paralyzed for 1d3 turns. The gas dissipates in 2d4 rounds.

Meks are immune to most enchantments. Cold-based spells cause them no damage but have the effect of a *slow* spell on them, and *disintegrate* spells destroy meks that fail their saving throws. Poison and attacks directed at a creature's mind have no effect on them.

Habitat: Meks were created long ago to guard ancient insectoid wizards and their underground strongholds. (A few of these fortresses lie on the surface, in remote, desolate areas.) Meks encountered within ancient strongholds served a master at the time of their entombment. Most of the time (90%), the creature's final order was to guard a particular chamber, item, or even an entire floor. In rare cases, its master ordered it to kill anyone who entered the stronghold.

Sometimes the elements expose a buried stronghold, and a mek manages to escape and wander the countryside, attacking most creatures it encounters and leveling any structures in its path. Such meks apparently had no master at the time they were sealed up in the stronghold. These masterless creatures, lacking in magical compulsions and safeguards, prove the most dangerous.

The secret of creating meks has been lost—for now.

Ecology: Except for the ruin the few wild, uncontrolled meks inflict on the landscape, most meks have no effect on their immediate environment. Some mages and sages speculate that a relationship exists between meks, iron golems, and *Apparatuses of Kwalish.*

Mujina

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	E
Alignment:	Chaotic evil
No. Appearing:	1d4
Armor Class:	4
Movement:	12
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	By weapon +6/by weapon +6
Special Attacks:	Fear
Special Defenses:	Disguise
Magic Resistance:	Nil
Size:	M (5'–7' tall)
Morale:	Elite (13)
XP Value:	2,000

Mujinas are magical creatures created to plague the human race. In their natural form, mujinas look like humans (of either sex) except that they have no faces. Where the eyes, nose, ears, and mouth should be, there is nothing; the face looks smooth as an eggshell. However, a mujina may create an illusion to give its face any appearance it desires.

These creatures speak Common and their own racial language, which consists of a series of oddly pitched hollow moans and howls—quite unpleasant to the ears of normal humans, demihumans, and humanoids.

Combat: The mujinas' great strength (Strength 18/00) allows them to handle any two-handed melee weapon in one hand (except for a lance or polearm). They can attack with two weapons, one in each hand, with no penalties.

A mujina can cause its true face (a blank) to appear at will. Any creature with 5 or fewer Hit Dice or levels who sees the blank face becomes unnerved and automatically runs in fear for 1d3 rounds at top speed. Creatures with more than 5 Hit Dice or levels get a chance to resist the effect by making a saving throw vs. wands. The mujina's true face can be revealed by a successful *dispel magic* as well; the spell's target resists as an 8th-level spellcaster. Revealing the blank face in this manner still causes fear in observers.

Mujinas often surprise opponents, thanks to their disguise abilities. Also, they have special magical defenses against certain detection spells. If someone casts a *detect evil* or *detect magic* spell on a mujina, the creature gets a saving throw vs. spell; if successful, the mujina eludes detection.

Psionics, however, can spot a mujina mind easily, so members of this sinister race spend much time and effort killing psionically gifted individuals and collecting items that guard the mind. By the same token, mujinas try to lose or destroy magical items that can ruin their cover, such as *medallions of ESP*, or a *gem of true seeing*.

Habitat/Society: An unknown power created mujinas to bring trouble to the races of Mystara. Some priests call them a plague brought on by angry Immortals. These creatures, physically and emotionally identical to all others of their kind of the same gender, exhibit vicious hatred toward all species that have individual traits. They especially hate humans, the most diverse of all the races on Mystara. The faceless creatures most commonly stay in large human cities, where they can blend in at will with little fuss.

Mujinas often pose as human hirelings, retainers, henchmen, and the like. One may serve faithfully for a long period, biding its time. It exercises an enormous amount of patience and self-restraint, waiting for the right time to attack and kill its companions.

However, not all mujinas are such cold-blooded killers; many simply want to rob people. Once again, a mujina waits for the right time; it prefers to strike while everyone sleeps, so victims will not realize they have been robbed until long after it has gone. Some mujinas take simple pleasure in frightening humans, especially lone travelers.

Mujinas have no society as humans define it. They sometimes travel together for mutual aid, but never stay together for more than a week if they can help it. On rare instances, several mujinas will hire on as a squad of mercenaries.

These asexual beings apparently do not reproduce. Many sages believe a malicious Immortal continually adds to the mujina population by cursing followers who never strive to stand out from the crowd, making them literally faceless.

Ecology: Some scholars have guessed at a possible link between mujinas and dopplegangers, citing similarities in methods of operation and attitudes.

Mujinas serve no useful purpose in local ecologies, unless one believes the dubious theory that they were placed on Mystara to trim the human population.

Nagpa

CLIMATE/TERRAIN:	Nonarctic desert, ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	I
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (staff)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	M (5'–6' tall)
MORALE:	Elite (13)
XP VALUE:	3,000

Nagpas resemble dried, withered humans with the heads of vultures. They are intelligent, magical creatures that shun the company of other races.

Nagpas stand 5 to 6 feet tall. Their skin is brownish and similar to mummified human skin, and their joints appear to be gnarled with age. A strange odor surrounds them; it smells like a combination of bird droppings, mustiness, dust, and old chemicals left on a wizard's shelf too long.

Nagpas speak the Common tongue as well as their own language called *Nag* (pronounced NAWG). Nag consists of squawks, caws, and shrieks, and is definitely not a language suited for whispering or polite conversation.

Combat: As a rule, nagpas shun contact. They prefer to hide or flee rather than contend with outsiders. When forced into combat, nagpas use long-range spells first to try to end the fight as quickly as possible. If the opponents are not driven off, nagpas increase the deadliness of spells or enter melee combat.

These highly magical creatures use spells that are equivalent to the spells of a 9th- to 12th-level mage. Before an encounter with a nagpa, the DM rolls 1d4+8 to determine the creature's spell level, then chooses the nagpa's spells. Nagpas cast spells just like normal wizards; that is, the spells must be memorized, and the spells use verbal, somatic, and material components.

In addition to their spells, nagpas have innate powers, each of which can be used up to three times per day:

- *Create flames* causes one flammable object within 60 feet of the nagpa to burst into flames and burn for 1d3 rounds, inflicting 2d6 points of damage per round to all creatures within 5 feet of the flame source. Victims who succeed a saving throw versus spell suffer only half damage.
- *Paralysis* forces all creatures of lawful alignment to make a saving throw vs. spell. Those who fail are paralyzed for 1d4 rounds.
- *Corruption* causes one nonliving object within 60 feet of the nagpa to decay or rot into an unusable condition at the end of 1 round. Magical items are allowed a saving throw vs. acid to avoid all damage.
- *Darkness, 15-ft. radius* and *phantasmal force* take effect as the spells of the same name. These spells function at the level of the nagpa's spellcasting ability.

If forced into physical combat, nagpas can swing their heavy staffs as melee weapons. A nagpa's staff is made of an odd combination of iron and wood; both elements appear to be swirled together in a smooth mixture. The staff causes 1d8 points of damage in the capable hands of a nagpa. If used by anyone else, the staff inflicts only 1d6 points of damage (the same as a normal quarterstaff).

The nagpa's staff also functions as a *ring of spell storing*. It can store a total of three spells of levels 1 through 3. This function can be used by creatures other than the nagpa. Spells are cast from the staff at the 8th level of ability.

Though the attack is not noted above, nagpas bite with their beaks as a desperate last resort. The bite inflicts 1d8 points of damage with a successful attack.

Habitat/Society: No one has ever seen a nagpa offspring or a nagpa family, and with good reason: there are none. Perhaps half a dozen people in the world know the truth about these odd creatures. Nagpas are, or rather were, human or half-elven mages cursed with this disfigurement and set loose to wander the length and breadth of Mystara. Certain Immortals inflict this curse upon especially selfish mages who disdain the company of others. The curse cannot be removed by any spell less powerful than a *wish*.

As part of their curse, nagpas instinctively know if they are being talked about anywhere within a 100-mile radius. They can track such gossipers as long as the speakers remain in range. A nagpa's ears suffer a burning sensation that grows hotter as the nagpa gets closer to the individual who spoke about the race. Items such as *amulets of nondetection* protect speakers from the cursed detection of the nagpas. So great is the nagpas' shame that they are determined that none should ever know their horrible secret. When a speaker is found, he or she is immediately killed by the nagpa. It then wanders away, consumed with feelings of guilt, remorse, relief, and joy.

Ecology: These cursed creatures cannot eat, sleep, laugh, reproduce, or take part in any other activity enjoyed by living humans. Some evil mages use the skin of nagpas as parchment for scrolls of certain powerful necromantic spells.

Nightshade

	Nightcrawler	Nightwalker	Nightwing
Climate/Terrain:	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary
Activity Cycle:	Night	Night	Night
Diet:	Nil	Nil	Nil
Intelligence:	Supra-genius (19–20)	Supra-genius (19–20)	Supra-genius (19–20)
Treasure:	U	U	U
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil
No. Appearing:	1	1	1
Armor Class:	–4	–6	–8
Movement:	12, Br 24	15, Fl 6 (C)	3, Fl 24 (B)
Hit Dice:	25	21	17
THAC0:	4	5	5
No. of Attacks:	2	2	1
Damage/Attack:	2d10 (bite)/2d4 (sting)	3d10 (fist)/3d10 (fist)	1d6+6 (bite)
Special Attacks:	Surprise; see below	Surprise; see below	Surprise; see below
Special Defenses:	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil
Size:	G (100′ long)	H (20′ tall)	G (30′ long)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	19,000	18,000	17,000

Nightshades are powerful beings from the Negative Energy Plane who seek to spread death and destruction everywhere. Similar to undead, they are found on the Prime Material Plane only if summoned by powerful sorcerers for dark purposes.

All nightshades are jet black. The air around them is cold and smells like an open grave in winter. These creatures have no visible eyes and apparently sense their surroundings magically. They see invisible objects and *detect magic* at will.

Nightshades can read all magical writings and languages, although they cannot speak. They communicate with each other and their summoners telepathically. Nightshades never speak to their victims. Any creature that is not a nightshade or a summoner is considered a victim.

Combat: These aggressive monsters attack all strangers. They are usually encountered at night or in darkness. Natural daylight inflicts a –4 penalty on a nightshade's attack rolls, but light causes no other ill effects.

Because of their coloration and stealth abilities, nightshades have an increased chance to surprise opponents, as detailed in the paragraphs on each type below. This ability can, however, be negated by the chilling aura of a nightshade's presence; a nightshade noticeably chills the air within a 60-foot radius regardless of weather or temperature conditions. The chill of a nightshade is something no adventurer forgets, and an individual who has encountered a nightshade has the normal chance of being surprised by one in the future (thus, surprise penalties usually associated with the creatures are negated). The chill aura permeates solid substances, so that the aura will be felt by victims on the other side of a stone wall or above ground over a burrowing nightcrawler.

The nightshade's chilling presence spoils all consumable items within 60 feet. This affects rations, food, water, holy water, and magical potions, oils, and ointments. No saving throws are allowed for these items. Such materials do not become poisonous, but become so desiccated as to be useless.

The touch of a nightshade is poisonous. A victim successfully hit by a nightshade's natural attack (bite, sting, or fist) must roll a saving throw vs. poison with a –2 penalty. Failure results in instant death.

All nightshades can use the following spells at will, one per round: *charm person, invisibility, haste, confusion, cloudkill, darkness, hold person, cause disease,* and *dispel magic.* Once per day, nightshades can cast *finger of death.* The nightshade's spellcasting level is equal to its Hit Dice. If a nightshade uses a spell ability, it cannot make a melee attack that round.

Nightshades can summon undead once every four hours, with a 75% chance of success. The undead creatures arrive in 1d10 rounds. To learn the type of undead that responds, roll 1d8 and consult the following table:

1d8 Roll	Undead
1–3	1d4+1 shadows
4–5	1d2 wraiths
6	1 spectre
7	1 ghost
8	1 spirit (hand druj)

Nightshades can be harmed only by weapons of +3 or greater enchantment, or by spells of 6th level or greater. They are immune to all forms of poison, petrification, illusion, *charm, hold,* and *cold* spell effects.

Nightshades are partially vulnerable to dragon breath and suffer only half damage from such attacks. If nightshades roll successful saving throws, they suffer only one-quarter damage, rounded up.

Nightshades are turned as "special" creatures.

Habitat/Society: Nightshades dwell on the Negative Energy Plane, which provides them with life-sustaining energy. They can travel to the Ethereal Plane at will, but must be summoned in order to enter the Prime Material Plane.

Nightshades are all extremely clever and wise, with both Intelligence and Wisdom scores of 19. This great mental capacity is a combination of the nightshade's own wiles and the knowledge from the mind of the spellcaster who summoned it.

The creature can use its summoner's knowledge to function better on the Prime Material Plane. All people, places, and objects that the summoner knows are also known by the nightshade. A nightshade uses its great intellect to plan and scheme, and to invent plots using servants (usually undead).

As solitary creatures, nightshades do not associate in packs, families, or even with mates. Nightshades have an affinity for undead. Some sages suggest that when numerous undead beings are destroyed, the energies released on the Negative Energy Plane coalesce to form a nightshade. Others speculate that nightshades are related to blackballs, and that blackballs are some sort of larval or metamorphosed form or perhaps nightshade "eggs."

Whatever their origin, nightshades can be summoned to the Prime Material Plane by use of a powerful, complex spell. Certain evil wizards of at least 16th level know this spell, but guard the secret closely. Only one nightshade can be summoned with the spell. The spell must be cast in complete darkness; summoning usually takes place deep underground or during the dark of the new moon.

Ecology: These unnatural, extraplanar creatures seldom interact with the environment. However, when on the Prime Material Plane, a nightshade is a destructive force capable of greatly disrupting a local ecology; a nightshade always causes death and often drives normal life forms away.

Nightshades always have treasure of great value; they swallow their treasure in order to carry it. They scorn coins, favoring instead gems, jewelry, art objects, and magical treasures. Nightshades collect treasure from their victims after a battle.

Nightcrawler

Nightcrawlers are similar to purple worms in appearance, and measure about 100 feet long and 10 to 15 feet wide. Nightcrawlers are pitch black in color.

These creatures can approach an opponent by burrowing underground and attacking from below. If this is done, a -2 penalty is added to the victim's surprise roll (unless the nightshade's chill aura negates the penalty).

A nightcrawler's bite inflicts 2d10 points of damage; like any successful attack from a nightshade, the victim must succeed a saving throw vs. poison with a –2 penalty or die immediately. In addition, a nightcrawler automatically swallows its victim if the attack roll is an unmodified 19 or 20. A swallowed victim loses one level of experience per round due to the nightshade's negative energy, though a *protection from evil* or *negative plane protection* spell prevents this drain.

The nightcrawler's tail stinger causes 2d4 points of damage on a successful hit. A victim of the sting must roll a saving throw vs. poison; however, the stinger is so potent that the saving throw is made with a –4 penalty instead of the –2 penalty associated with other nightshade attacks.

Once per turn, the nightcrawler can *reduce* one opponent to 20% of original size (as if casting the reversed *enlarge* spell at 8th level). The nightcrawler cannot attack physically in the same round that it uses the *reduce* power. The victim can roll a saving throw vs. spell to avoid the effect. A nightcrawler swallows a *reduced* victim whole on an attack roll of 15 to 20.

Nightwalker

A nightwalker is a 20-foot-tall, jet black, giant humanoid. It lurks in dark areas; opponents suffer a –2 penalty to surprise rolls. The nightwalker never carries weapons or other items; it attacks with its two massive fists each round, causing 3d10 points of damage with each successful hit. In addition, a victim must roll a saving throw vs. poison or die.

A nightwalker's attack can crush an opponent's shield or armor. Such damage is applied first to a victim's shield (if any); once it is destroyed, damage is then applied to armor. The item in question avoids the crushing effect if a successful saving throw vs. crushing blow is made; magical armors and shields add their magical bonuses to the saving throws (the bonus equals the item's bonus to Armor Class).

A nightwalker can automatically destroy any weapon or magical item simply by picking it up and smashing it flat between its hands. It cannot harm artifacts in this manner. If the item is held by an opponent, the nightshade must make a successful attack roll to grab it. No saving throw applies against this crushing effect. The nightshade cannot use its hands for anything else in the same round.

Once per round, a nightwalker can gaze at one opponent up to 60 feet away. The victim must make a successful saving throw vs. spell to avoid the gaze. If the saving throw fails, the victim is *cursed*, suffering a –4 penalty to all attack rolls and saving throws until a *dispel evil* or *remove curse* spell is cast on the victim; *remove curse* is ineffective if performed by a caster of less than 15th level. The nightwalker can use this gaze as often as it wishes, although it cannot attack while attempting the gaze. A victim can be affected by the gaze only once (until the curse is removed; after that, a victim could fall prey to the gaze again).

Nightwing

The nightwing is a giant, jet black bat with a 50-foot wingspan. Its initial attack is usually a dive. It gives a –6 penalty to the victim's surprise roll (though the surprise penalty can be negated if victims recognize the nightshade's chilling aura). The dive is treated as a charge, granting the nightshade a +2 bonus to attack rolls and a +1 penalty to Armor Class, but giving opponents a –2 bonus to initiative.

Nightwings do not carry the poison effect of other nightshades. However, any victim hit by a nightwing must make a successful saving throw vs. spell or be transformed into a giant bat as if affected by a *polymorph other* spell. Anyone turned into a bat is *charmed* and will obey the nightwing. These effects last until dispelled.

A nightwing can attempt to strike a victim's magical items. It may target only shields and weapons. It suffers a –4 penalty to the attack roll. If the attack succeeds, the item is drained of one point of magical bonus (thus, a +2 sword becomes a +1 sword). The stolen magical bonuses can be restored by a *dispel evil* spell, but the spell must be cast within a number of days equal to the dispelling caster's level.

Nuckalavee

CLIMATE/TERRAIN:	Temperate or subarctic coastal waters, ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Sw 36
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d8 (claw)/3d8 (claw)
SPECIAL ATTACKS:	Death aura, fear, breath weapon
SPECIAL DEFENSES:	Regeneration, immunities, possible spellcasting
MAGIC RESISTANCE:	20%
SIZE:	H (7′ tall at shoulder)
MORALE:	Champion (15)
XP VALUE:	11,000 12,000 (spellcaster)

Nuckalavee are evil amphibious creatures, related distantly to centaurs. These hideous beings are friendly with all types of undead. Living creatures, however, are things to be hated and exterminated.

A nuckalavee is shaped similarly to a centaur, but it has an enlarged, hideous head. The creature's skin is transparent. The resulting visibility of white ropy muscles, yellow veins, orange arteries, black blood, and odd pulsating organs is quite horrible.

A putrid odor of decay wafts about these creatures. The stench is so strong and oppressive that it can be felt and tasted.

Nuckalavee speak Common and their own guttural language, and can communicate freely with all types of undead. The nuckalavee language is composed of gurgles, slurps, and clicks, and sounds harsh to the ears.

Combat: This creature's existence is an affront to all living things. As a result, a nuckalavee's presence slays all normal insects and other small creatures with 2 hit points or less (small birds, squirrels, rabbits, chipmunks, etc.) within a 120-foot radius. Familiars are not killed by this death aura, but they feel ill when near a nuckalavee. The nuckalavee need not concentrate to produce this effect, and the creature cannot prevent it.

A nuckalavee also radiates *fear* in a 50-foot radius; any creature that enters the area must make a saving throw vs. paralysis or flee for 2d6 rounds. A character who makes a successful saving throw against the *fear* effect resists it. Another saving throw must be made if a comrade dies in combat with a nuckalavee; deaths caused by this creature are truly horrible to behold.

The nuckalavee's favorite attack is its *cone of cold,* which it can breathe once every three rounds. The cone is 60 feet long, 10 feet wide at the base, and inflicts 6d6 points of damage to victims in the area of effect. Each victim caught in the icy blast is allowed a saving throw vs. breath weapon; success means only half damage is taken.

Nuckalavee attack in melee with both claws, each causing 3d8 hit points of damage.

Some nuckalavee are spellcasters. Their spell abilities range from those of 2nd-level clerics to wizards of 1st through 4th level.

In addition to magic resistance of 20%, the nuckalavee is immune to poison and fire. It regenerates 3 hit points per round until killed. The creature cannot cross flowing fresh water.

Unintelligent undead never attack nuckalavee unless rigidly controlled. Self-willed undead are usually on good terms with nuckalavee.

Habitat/Society: These hideous creatures are solitary beings that have no desire to congregate with others of their kind. Reproduction is accomplished once every five years, when nuckalavee take mates long enough to conceive.

Once conception occurs, the nuckalavee go their separate ways. A birth results in 1d3 offspring that resemble transparent, malformed centaur foals with gills and bulging eyes. Nuckalavee foals mature in five weeks. Though they cannot use their claws or breath weapon until they reach maturity, they still radiate fear auras.

Some sages profess that nuckalavee are in fact corrupt centaurs that fled to the oceans to get away from their good brethren. Many centaur elders deny this, however, claiming that nuckalavee are hideous parodies of centaurs created by some mad creature of great power. Other centaur elders, and many other sages, reject any true relationship between nuckalavee and centaurs, attributing the similarities to coincidence.

Nuckalavee lairs are great underwater cages composed of the bones of their victims. These lairs are built just offshore in oceans and saltwater lakes. The tops of the cages barely break the water's surface.

Ecology: Nuckalavee are a threat to the environment around them, and are often hunted by druids and good creatures. They subsist on living flesh, but nuckalavee simply enjoy hunting and slaughtering all types of animals and birds. They are as destructive and careless about the environment around them as centaurs are conscientious.

Pegataur

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	E
ALIGNMENT:	Neutral good
NO. APPEARING:	2d10
ARMOR CLASS:	7 (or better with armor)
MOVEMENT:	18, Fl 36 (C; D when encumbered)
HIT DICE:	5–8
THAC0:	5–6 HD: 15 7–8 HD: 13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 (hoof)/1d6 (hoof)/by weapon
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	30% immunity to *sleep* and *charm*
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (13)
XP VALUE:	975
	Spellcaster (5 HD): 1,400
	6 HD leader: 1,400
	7 HD leader: 2,000
	8 HD leader: 3,000

Pegataurs are winged centaurs with the upper bodies of elves. They are skilled warriors sometimes hired as mercenaries.

A pegataur's lower body resembles a strong, healthy horse. Most are white, gray, brown, or black. Pegataur wings, normally white, consist of downy but strong feathers.

A pegataur's upper torso and head resemble a high elf. Most have long blond or silver hair. They speak Common, elvish, and their own language—a peculiar dialect related to elvish, but different enough to be a separate language. Pegataurs have an affinity for pegasi and can communicate with them.

Combat: Pegataurs fight to defend themselves or their territory. They also fight if ordered to do so by an employer. Though they prefer not to, pegataurs sometimes carry humans or demihumans into combat.

If a group of pegataurs surprises opponents in the open, a swooping dive at the foes is preferred, often with light lances. This charging attack grants the pegataurs a +2 bonus to attack rolls and a +1 penalty to Armor Class. Since the pegataurs dive only at opponents they surprise, the opponents do not receive the standard initiative bonus associated with a charging attack. A successful attack by a diving centaur inflicts double damage. The diving maneuver is usually performed once at the beginning of combat as a "softening up" measure; it often (60% of such attacks) ruins the lances.

Pegataurs can attack with their front hooves, inflicting 1d6 points of damage with each. A pegataur can attack with a weapon and both hooves all in the same round.

Most adult pegataurs are proficient with long bow, light lance, two-handed sword, and horseman's mace. A standard (5 HD) pegataur is 20% likely to be specialized with one of these weapons. This chance increases by 10% for every Hit Die over 5, so a pegataur with 8 Hit Dice has a 50% chance for a weapon specialization.

Most pegataurs remain unarmored for better mobility in the air. However, there is a 30% chance that a group of pegataurs will be armored as follows: chain mail (50%), leather (25%), elven chain (10%), splint (10%), or plate mail (5%). Armor types of Armor Class 7 or worse provide an AC bonus of –1; thus, a pegataur in leather armor is Armor Class 6. Only 10% of pegataurs carry shields into battle; pegataurs using shields receive a -1 bonus to Armor Class for their humanoid foreparts only. Pegataur leaders have a 5% chance per Hit Die to have enchanted armor. Pegataurs wearing armor or carrying riders are maneuverability class D. Riders may be armed.

Most pegataurs encountered have 5 Hit Dice; of these, approximately one-third can cast spells as 5th-level wizards in addition to their warrior abilities. However, these multi-classed pegataurs never have weapon specialization.

Any group of five or fewer pegataurs has a 40% chance of being accompanied by 1d10 pegasi. For every four pegataurs in a group, there will be a fifth pegataur with 6 Hit Dice. For every ten pegataurs encountered, there will be an additional pegataur with 7 Hit Dice. For every 20 pegataurs encountered, there will be one with 8 Hit Dice, and a 50% chance for either a mage or a cleric of 5th level.

Single-class pegataur wizards can be specialists, but such characters are rare, and are never necromancers. Rare pegataurs may rise to higher levels as wizards, fighters, or priests, but they are not known to advance beyond 14th level in any class.

All pegataurs have 60-foot infravision. Like half-elves, pegataurs are 30% resistant to *sleep* and *charm* spells.

Habitat/Society: Pegataurs carve abodes in the sides of high mountains. These pegataur-made caves, called *tehir*, are not dark and cramped, but are instead beautiful affairs with vaulted ceilings and intricately carved walls. Veins of rare crystals provide illumination at night.

A pegataur tribe usually has 2d10+10 adult members and is led by a male with 8 Hit Dice. In addition to the adults, a tribe also has 1d10+5 noncombatant foals and 3d6 pegasi.

Like elves, pegataurs are generally aloof, especially toward nonflyers, though their alignment makes them more approachable than may be initially believed. If paid well and treated with respect, pegataurs can be hired as troops or bodyguards, or for special tasks. Pegataurs never work for evil individuals.

Ecology: Pegataurs have been known to work with druids and phanatons to maintain the balance of nature in a given area. They also train pegasi mounts for ground dwellers.

Phanaton

CLIMATE/TERRAIN:	Tropical or subtropical jungles and forests
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	3d6
ARMOR CLASS:	7
MOVEMENT:	9, Gl 15
HIT DICE:	1–1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (bite) or by weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	+2 bonus on all saving throws
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Average (8)
XP VALUE:	35 120 (warrior) 270 (chief) 2,000 (king)

Phanatons are odd, seldom-seen, intelligent forest-dwellers that have very strong ties to nature.

A phanaton looks like a cross between a raccoon and a monkey, though its face has an almost human quality in terms of subtle expressions. A phanaton is roughly the size of a halfling, and has a 4-foot-long prehensile tail. In addition, a phanaton has membranes of skin stretching from arm to leg; these can be spread to glide from branch to branch.

A phanaton's coloration resembles a raccoon, with a dark mask over the eyes, gray-brown fur, and a ringed tail. The phanaton's hands are like a monkey's, including opposable thumbs. A phanaton's eyes are bright green, fiery red, or shiny yellow. In the dark, phanaton eyes can give travelers quite a scare.

Phanatons speak the languages of elves and treants, as well as their own language that consists largely of hoots, chatters, and clicks.

Combat: Their gentle nature makes phanatons slow to attack strangers, though they fight fanatically to save the natural beauty around them from destruction. As a rule, phanatons will not opt for direct attacks on bigger or more numerous foes. Phanatons use the forest setting in order to launch harrying sneak attacks; they are naturally quiet, which gives opponents a –3 penalty to surprise rolls. When among trees, phanatons can move silently like thieves with a 75% chance of success.

Phanatons hate aranea intensely and will attack them on sight, casting aside all tactics and stealth.

Phanatons use simple weapons such as clubs, staves, and nets. Most of their weapons are fabricated simply with materials at hand. Phanatons rarely use metal weapons.

When not using weapons, phanatons deliver a bite that causes 1d4 points of damage.

Phanatons have extremely acute senses and therefore have an empathy with their forest surroundings. This gives them a +2 bonus on all their saving throws.

When a group of 10 phanatons is encountered, the group will include a warrior (*n'chala*) with 2 Hit Dice and 10 hit points. In a group of 30 phanatons, there is a clan warchief with 3 Hit Dice, at least 15 hit points, and a +1 bonus to all damage rolls. The warchief has 2d6 n'chala as guards. If 300 adult phanatons are encountered, they are led by a tribal king with 8 Hit Dice, 50 hit points, and a +2 bonus to all damage rolls.

Habitat/Society: Each phanaton tribe is made up of clans. Phanaton clans have 3d10 × 10 adult members plus an additional 25% of that number in offspring. Clans live in villages built on platforms of wood and woven vines connected by a network of rope bridges.

Phanatons can live for 80 years. Their litters have 1d6 kits. The kits grow to maturity in six months.

Though phanatons do not have a written language, they love to pass down stories and legends from generation to generation. In fact, many phanaton names are followed by a list of the phanaton's ancestors' accomplishments.

Phanatons are the allies of treants and dryads, and are usually very friendly with elves—especially wood elves. The aranea are their traditional enemies.

Phanatons often run afoul of humans, humanoids, and demihumans who attempt to cut down forests. Phanatons try to halt timber efforts by secretly sabotaging equipment and playing annoying, nonlethal tricks on the woodcutters.

Ecology: A healthy woods or jungle is often a sign of phanaton influence. These creatures enjoy tending the woods around them, cultivating favorite plants, clearing away dead plant matter, and ensuring that the balance of nature in their area is maintained.

Phanatons are omnivorous. They prefer to eat fruits and vegetables, but they also eat meat; they find spiders to be especially delicious.

Plant, Dangerous

	Amber lotus	Archer bush	Grab grass	Vampire rose
CLIMATE/TERRAIN:	Temperate to tropical forests, jungles, and swamps	Temperate plains or forests	Nonarctic plains and hills	Temperate or subtropical swamps, plains, and ruins
FREQUENCY:	Rare	Rare	Common	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Any
DIET:	Soil, water	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non- (0)
TREASURE:	Nil	V	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3d6	1d20	1 patch	1d8
ARMOR CLASS:	9	7	9	7
MOVEMENT:	Nil	3	3	3
HIT DICE:	1–4 hit points	2	1 per 5' square	4
THAC0:	Nil	19	Nil	17
NO. OF ATTACKS:	0	1	0	1
DAMAGE/ATTACK:	Nil	1d4 (thorn spray)	Special	1d8 (thorn lash)
SPECIAL ATTACKS:	Sleep pollen	Nil	Grab	Blood drain
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (6" diameter)	S (3' tall)	S–M (3'–5' tall)	S (3'–4' tall)
MORALE:	Steady (12)	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	15	35	35	175

Mystara is home to a number of hostile plants. Most are innocent in appearance, and the majority of characters will not be able to identify them. Characters who encounter a hostile plant gain the ability to identify that species in the future.

If desired, a DM may allow druids the ability to identify dangerous plants before stumbling into them. This should involve an ability check or other die roll; the identification process should not be error free. As a guideline, most druids should be able to identify such plants with a Wisdom check made at 50%. In addition, PCs with the Herbalism proficiency may be able to identify such plants with a proficiency check made at 50%.

Amber Lotus Flower

These flowers look like golden water lilies as large as sunflowers growing in calm ponds or swamps; some varieties grow on vines that creep up tree trunks. Their attractive appearance and serene setting is deceptive to the viewer, giving no clue as to the flower's true nature.

The amber lotus flower responds to ground vibrations. When a creature approaches within 10 feet of the plant, its blossoms open, each spraying a cloud of pollen 40 feet in diameter. Any individual within the flower's pollen cloud must make a successful saving throw vs. poison or fall fast asleep for 4d4 turns. Nothing can wake the victim sooner.

The flowers can spray a fresh burst of pollen every 3d4 rounds. Creatures that are resistant to *sleep* and *charm* spells (such as elves, half-elves, and pegataurs) are equally resistant to the pollen of the amber lotus flower.

Amber lotus flowers get their nutrition in the same way as normal plants; no unusual conditions are required for its health. The pollen spray is a defense mechanism to protect the flower from potential threats. Amber lotus flowers are often found growing with other deadly plants such as vampire roses, archer bushes, or killer trees. The amber lotus flower enjoys a symbiotic relationship with these (and other) floral predators. The amber lotus flower incapacitates a victim, the other plants then kill it, and all benefit from fertilization resulting from the victim's remains.

Some humans and other intelligent creatures may cultivate this flower for protection around homes, forbidden places, temples, and so forth. Druids and elves sometimes use the amber lotus flower to guard sacred worship sites, and are rumored to somehow train the plants to spray pollen only on strangers who trespass.

The sleep pollen is prized by alchemists for sleep powders and even poisonous sleep salve that can be smeared on a weapon. A dozen amber lotus flowers are required to make enough sleep poison to fill one vial; such a vial contains enough salve to coat one short sword or the equivalent.

Archer Bush

Archer bushes have sickly green and brown leaves, stunted trunks, and thorny brown branches. They resemble common wild bramble bushes. Archer bushes are commonly found in woodlands, scrub areas, and occasionally in mountains.

Archer bushes are carnivorous. They attack by shooting a spray of small thorns at a victim, inflicting 1d4 hit points of damage per spray. The range of the spray is 20 feet. Each bush can fire up to three such sprays per day. The archer bush can uproot itself and move toward stricken prey.

The trunk of an archer bush appears to be buried within a 3-foot-high pile of leaves and twigs. This debris actually conceals a huge mouth filled with hard thorns that are used to devour disabled prey. The mouth is never used in combat.

Archer bushes sense targets by ground vibrations; thus, they can fire at *invisible* or otherwise camouflaged victims. Only creatures who approach in flight are spared an attack.

Clumps of archer bushes commonly fire in concert, as if cooperating in a primitive way, but this cooperation is based mostly on instinct. Encountering a single archer bush is rarely a great threat; a group of archer bushes, however, can be deadly.

Druids sometimes cultivate and train archer bushes to guard their holiest sites.

Grab Grass

Ranging 3 to 5 feet in height, grab grass looks like ordinary tall grass. Grab grass is able to move, and often gives the impression of swaying in a breeze.

The grass attacks by wrapping long tendrils around unsuspecting victims and strangling them. The strangling process drains one point of Constitution from a victim each round. A victim who reaches 0 Constitution dies. The decomposing body then feeds the plant. Victims who escape the grass regain one point of Constitution per turn of rest.

A victim can break free from grab grass with a successful bend bars roll.

A grab grass patch has 1 Hit Die for every 5-foot square of area, and each Hit Die is worth a full 8 hit points. A 5-foot by 5-foot square of grass is mutilated into death for every 8 points of damage done to the grass.

Since the grass sways of its own volition, PCs looking in the direction of the grass may notice its swaying in absence of a breeze. The DM may allow an ability check against Intelligence or Wisdom (whichever is higher) in order for the character to notice that something is not quite right.

Vampire Rose

Vampire roses appear as bushes of white roses of extraordinary beauty. A single rose bush has 4 Hit Dice. An average of 2d12 roses are on each bush, although the number of blooms does not affect the bush's abilities.

Despite their innocuous appearance, vampire roses can uproot themselves and move about slowly in search of prey.

The thorny stalks of the vampire rose are whipped at victims to inflict 1d8 points of damage. The thorns are hollow, and once the stalk has struck successfully, the vampire rose automatically drains blood in subsequent rounds, causing 1d8 points of damage each round.

While the thorns perform this gruesome task, the rose blossoms emit a hypnotic fragrance. Victims must make a successful saving throw vs. spell or lose all will to fight, allowing the plant to drain blood until the victim dies.

A clear-headed victim can break the vampire rose's grip with a successful open doors roll. Freeing oneself causes an additional 1d8 hit points of damage as the victim's flesh is ripped by the thorns.

If any portion of a vampire rose is successfully severed while it drains a victim's blood, the flower lets out a horrifying shriek and blood sprays out of the cut stalk. Any character of less than 5th level who witnesses this for the first time must make a saving throw vs. poison or be struck with *fear* as per the spell. Subsequent attacks on the flower have the same effect, but a viewer who has succeeded a saving throw against the *fear* effect need not roll again.

After a victim is completely drained of blood, the vampire rose's petals turn from pure white to blood red.

Vampire roses are often found in old graveyards. Not surprisingly, some of the flowers can be found near the crypts of vampires.

Plasm

	Normal	Giant
Climate/Terrain:	Ethereal Plane	Ethereal Plane
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Elemental matter	Elemental matter
Intelligence:	Average (8)	Average (8)
Treasure:	Nil	Nil
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1d10	1d4
Armor Class:	0	–4
Movement:	12	12
Hit Dice:	6	12
THAC0:	15	9
No. of Attacks:	2	2
Damage/Attack:	2d6 (claw)/ 2d6 (claw)	3d6 (claw)/ 3d6 (claw)
Special Attacks:	Elemental cloud	Elemental cloud
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	L (12' tall)
Morale:	Elite (13)	Champion (15)
XP Value:	3,000	9,000

Plasms are hideous skeletons composed of solid ether and raw elemental matter; they are usually encountered on the Ethereal Plane or their respective Elemental Planes, but can be brought to the Prime Material Plane through planar gates. Four types of plasms exist: earth, air, fire, and water. Plasms are either human-sized or giant.

Fire plasms appear as charred skeletons with flames constantly playing across the surface of the bones. The bones of a water plasm appear to be solid water, though the bones seem to bend and waver as the thing moves. Air plasms are transparent skeletons whose forms are discernable only when they move. Earth plasms appear most like normal skeletons except for the unsightly clumps of gooey black dirt that hang from the bleached bones.

All plasms have glowing yellow eyes with a sinister glare. Plasms are able to communicate with any intelligent creature, and each type has its own distinctive voice. Earth plasms talk with a deep rumble; air plasms practically whistle their words; fire plasms hiss and crackle; water plasms talk in gurgles.

Combat: Plasms attack opponents on sight using their two clawed hands. A successful attack by a human-sized plasm inflicts 2d6 points of damage; a successful attack by a giant-sized plasm causes 3d6 points of damage.

Plasms are immune to poison and nonmagical weapons. Magical weapons have limited effectiveness on the creatures. Each blow from a magical weapon causes only its magical damage, ignoring the normal weapon damage and any Strength bonuses. For example, a *+5 holy avenger* would inflict only 5 points of damage on a plasm.

On any plane except the Ethereal and the creature's own home plane, a plasm loses one Hit Die per round from energy drain, vanishing into nothingness when dead. However, a plasm can feed on its own element, and regenerates damage at the rate of 1 hit point per round when feeding on that element. A feeding plasm can do nothing else that round.

Any magical attack based on the plasm's element (such as casting a *fireball* at a fire plasm) causes a plasm to gain Hit Dice, along with the appropriate changes to THAC0, hit points, and saving throws. The plasm gains a number of Hit Dice equal to the caster's level, or the level of spellcasting of a magical item. This bonus lasts 3d6 rounds. Example: a *fireball* cast by a 5th-level mage gives a fire plasm a bonus of 5 Hit Dice; the same spell cast from a *wand of fireballs* would add 6 Hit Dice.

Once per turn, a plasm can "spend" 10 of its hit points to create an *elemental cloud*. This cloud is 30 feet in diameter and is centered on the plasm. Except for the plasm, any creature within the cloud suffers 20 points of damage per round; a successful saving throw vs. breath weapon halves the cloud's damage. The cloud lasts 1d6 rounds. Normally, a plasm uses this attack form when fleeing, though if it has gained extra Hit Dice as a result of opponents' foolish element-based attacks, it may choose to "spend" its hit points with very little provocation.

Habitat/Society: Plasms exist as renegades on the Elemental Planes, refusing to subordinate themselves to any of the Elemental Lords. Normal elementals hate plasms and attack them on sight.

Plasms have no society and no order. They come and go as they wish, cooperating with or betraying others as desired.

A new plasm is "born" when an ethereal storm gets too close to the border of an elemental plane. The storm extracts some of the material and fuses it with ether into a plasm.

Ecology: Plasms, being extraplanar creatures, have no place in the environments of the Prime Material Plane, but can serve as destructive forces. Plasms derive sustenance from bits of their respective elemental matter.

CLIMATE/TERRAIN:	Temperate to tropical plains and deserts
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	M
ALIGNMENT:	Neutral
NO. APPEARING:	3d10
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2 (claw)/1d2 (claw)/1d4 (bite) or 1d4 (kasa)/1d4 (kasa)/1d4 (bite)
SPECIAL ATTACKS:	Rear claws for 1d3 damage each
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–7' tall)
MORALE:	Elite (14)
XP VALUE:	65 120 (hatra)

Rakasta are a race of intelligent, nomadic, catlike humanoids. They are a proud, barbaric race of warriors who, while not prone to initiating hostilities, quickly respond when provoked.

Rakasta walk upright, much like humans, with an agile, feline grace. They have feline heads and are covered with soft, tawny fur. Most fur coloration ranges from light tan to dark brown. Rakasta have catlike eyes, most of which are brilliant green. A rakasta has a nonprehensile tail 4 to 6 feet long.

Rakasta speak Common and their own language. Some of the more primitive rakasta speak in a purring voice with many rolled r's and hissed s's.

Combat: Rakasta are fierce fighters who neither ask for nor give any quarter. Eschewing normal weapons, rakasta rely on their claws and bites. Since a rakasta's claws inflict only 1d2 points of damage, the creatures usually employ special metal war claws called *kasas;* worn on the paw like a glove, a kasa inflicts 1d4 points of damage on a successful attack.

A rakasta who strikes with both claws (or both kasas) in the same round can choose to rake with both rear claws. Rear claw attacks are rolled separately and cause 1d3 points of damage on a successful strike.

Certain rakasta ride saber-toothed tigers into battle. These tiger riders, known as the *hatra,* are considered the bravest and strongest of the rakasta warriors, and only they can hold the respect of the saber-toothed tigers. Hatra have 3+1 Hit Dice, a minimum of 15 hit points, and +1 bonus to damage rolls.

The hatra use special saddles that enable them to leap as far as 20 feet from their mounts and still attack in the same round. The saddles allow the hatra to fight unhindered while mounted, using both hands for attacks yet still maintaining control of their sabertoothed mounts.

Habitat/Society: The nomadic rakasta are organized into prides of 6d10 adult rakasta plus an additional 25% of that number in noncombatant offspring. Each pride also has 1d12 saber-toothed tigers. When not on the move, each rakasta pride sets up its own temporary settlements, composed of many colorful tents and pavilions.

Rakasta possess excellent artisan skills. They typically own many bright rugs and silk tapestries of fine workmanship, artfully crafted bowls and drinking cups, and other items of value. These items are found in place of gems and jewelry in the treasure of a pride of rakasta.

Each pride is led by a chief with at least 5+1 Hit Dice, a minimum of 24 hit points, and a +3 bonus to all damage rolls. The chief is always accompanied by six of the best hatra and their saber-toothed mounts. The chief's word is law, and is obeyed without question.

Each pride has a rakasta cleric of 4 Hit Dice who casts spells as a 4th-level priest. More powerful clerics are rumored to exist, as well as rakasta with wizard abilities, perhaps as high as 7th level.

The hatra, as the finest warriors in a pride, enjoy a special place in rakasta society. Hatra are held in high honor, since this culture values combat prowess over all else. Rakasta also value their code of conduct, known as the *Sri'raka.* This code dictates a warrior's behavior. Among the most noteworthy tenets:

- No challenge to fight is ever refused.
- Wounded are never left behind; carry them or kill them.
- Better to die in battle than in one's sleep.
- Give no mercy; never expect it.
- Retreat is permissible only in order to regroup. A new attack must be launched against the other force within two sunrises.
- Never surrender. Those who would exist as prisoners are not rakasta.

Ecology: The rakasta make reliable trading partners when their attention can be turned from battles. Rakasta are excellent hunters, and they keep the game herds from overpopulating.

Rock Man

Climate/Terrain:	Temperate mountains
Frequency:	Very rare
Organization:	Clan
Activity Cycle:	Any
Diet:	Minerals
Intelligence:	Average (8–10)
Treasure:	I (see below)
Alignment:	Lawful neutral
No. Appearing:	1d6
Armor Class:	2
Movement:	6
Hit Dice:	3
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1d8+6 (fist)/1d8+6 (fist)
Special Attacks:	Nil
Special Defenses:	Immune to fire
Magic Resistance:	Nil
Size:	M (6'–7' tall)
Morale:	Steady (12)
XP Value:	120

Rock men are cone-shaped humanoids with the appearance of granite. Devoted mountain dwellers who jealously guard their territory, rock men are fond of gems and little else.

Rock men are about 6 feet tall, with the "base" at their legs measuring about 4 feet in diameter. They have muscular-looking frames. The skin of a rock man looks like broken granite, with coloration ranging from blue-gray to purple. When they stand still, rock men look like stalagmites or rock spires. The eyes of rock men shine like gold nuggets.

Rock men speak Common and their own language, a verbose tongue that takes ten words to convey an idea that could be expressed in two in most other languages. Rock men speak in slow, rasping voices, like the sound of a boulder being slowly pushed uphill.

As long as travelers simply pass through territory claimed by rock men and do not exhibit plans to settle, mine, or otherwise poke around, the rock men are happy to let them pass.

Combat: Because of their ponderousness, rock men always lose initiative on the first round of combat. They suffer a +2 penalty to all subsequent initiative rolls.

Rock men are as strong as ogres (18/00 Strength), and attack with their two great fists, each causing 1d8+6 points of damage. They reject the notion of armor or weaponry.

When in their natural habitat of broken or mountainous terrain, the rock men's opponents suffer a –4 penalty to their surprise rolls. If opponents are keeping careful watch, the penalty drops to –2. Dwarves are more adept at recognizing rock men, and they suffer no penalties.

Rock men are immune to all fire-based attacks. The *transmute rock to mud* spell inflicts 3d8 points of damage to a rock man.

When killed, a rock man crumbles into rocky debris. Anyone sifting through the debris will find the rock man's heart, which is a heart-shaped ruby worth 1d10 × 10 gold pieces. If a rock man sees anyone possessing one of these rubies, it will attack the owner immediately.

Habitat/Society: The rock man credo is, "take things slow; there is time enough for everything under the sun." Rock men live for about six centuries, and as a result, are never in much of a hurry to do anything.

Rock men do not build villages. They dwell in natural caves and mountain gullies. Many spend plenty of happy hours carving intricate designs into their home caves.

A rock man cave group typically contains 2d20 rock men. Leadership is handled by a council of elders made up of 1d4+4 of the oldest rock men. Note that the term "rock man" refers to both genders.

Rock men can reproduce only once a decade, and give birth to only one offspring at a time. Rock children grow to maturity in 40 years. Like the adults, the offspring are in no particular hurry for anything.

Rock men shun weapons, clothing, and other items. They prefer instead to direct any creative urges toward the continuing beautification of the caverns in which they dwell. Some spend decades carving a single wall.

Due to their greatly extended lives, rock men have a different perspective on time. The concept of hours, days, or even weeks rarely occurs to rock men. Unless shown the urgency in a situation, rock men will simply refuse to be rushed.

Rock men mate for life, though it seems to take an eternity for mates to be chosen. Rock men venerate special days such as birthdays, wedding days, and significant events of their clan. The observances sometimes last as long as a week.

Ecology: The flawless rubies that serve as the hearts of rock men are eagerly sought by spellcasters and alchemists who need them to fabricate certain magical items.

Unconfirmed rumors tell that certain evil creatures use the grey sludge that passes for rock man blood as an ingredient in a magical mortar. Supposedly, bricks mortared together with this mixture will never collapse or crack.

Saberclaw

CLIMATE/TERRAIN:	Any nonarid ruins
FREQUENCY:	Very rare
ORGANIZATION:	Wing
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2)
TREASURE:	D
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4+1 wings of 2d10 members
ARMOR CLASS:	2
MOVEMENT:	12, Fl 36 (D)
HIT DICE:	5
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (claw)
SPECIAL ATTACKS:	Attacks as a 9 HD creature; dive, grab
SPECIAL DEFENSES:	Shared hit points
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	1,400 per wing

Saberclaws are large, hairy, flying creatures magically created from tainted waters through an ancient spell. These magical creatures act as agents for the evil wizards and priests who create them.

Saberclaws have slick, greasy, black fur on their 6-foot-tall bodies. The stench of soggy fur and raw sewage hangs about them. Their wings are leathery membranes of a reddish brown color. Saberclaws get their name from the large, swordlike, bony extension that grows in place of a right arm. The eyes of a saberclaw glow a feral red.

Saberclaws speak no true language, though they can understand the orders of their masters. Saberclaws communicate with each other through loud shrieks of varying pitch and intensity.

Combat: Saberclaws fight to serve their masters, often acting as bodyguards or hunters. When hunting at the behest of a master, saberclaws usually attack whatever living creatures they see.

Saberclaws are always created in a *wing* consisting of 2d10 members. Saberclaws always travel in a wing because all members of a wing share their life force in the form of hit points. Any damage inflicted upon a saberclaw is magically distributed, so that all wing members suffer a portion of the damage.

Each saberclaw contributes 25 hit points to a wing's total; no saberclaw dies until the wing's hit point total has been reduced to 0. For example, a wing of eight saberclaws has 200 hit points; the members of the wing die only when 200 points of damage have been inflicted to the group, even if all damage is directed at a single creature.

When the wing's hit point total reaches 0, each saberclaw issues a hideous death shriek and bursts into a foul black cloud of greasy smoke.

In addition to the shared hit points, the unity of the wing also grants saberclaws increased attack abilities. Saberclaws possess a slight telepathic ability, allowing them to communicate silently with each other in battle. This allows them to anticipate the actions of an opponent, accounting for their low Armor Class and increased chances to hit opponents.

A saberclaw attacks with its swordlike arm, attacking as a creature with 9 Hit Dice and causing 1d12 points of damage. A saberclaw can dive at an opponent; this is considered a charging attack, giving the saberclaw a +2 bonus to attack rolls and a +1 penalty to Armor Class, while giving opponents a –2 bonus to initiative. A saberclaw inflicts double damage on an opponent with a successful diving attack.

Saberclaws enjoy grabbing opponents and lifting them into the air. Two saberclaws can lift one fully-equipped adult human. An opponent of size S or smaller can be picked up by a single saberclaw. Size large or huge creatures require four or six saberclaws, respectively; the number of saberclaws needed to pick up a gargantuan creature is at least 10, but might be higher depending on the victim's size and weight.

Once a victim is lifted, saberclaws attempt to carry it to great heights and drop it. If the saberclaws' master has instructed the creatures to fetch an individual, the wing will not engage in this sport, but will obey its instructions faithfully.

Because of their enchanted origin, saberclaws are difficult to affect with magic. They are completely immune to all spells of 1st through 3rd level. They are also immune to poisons. A saberclaw's saving throws also benefit from the unity of the wing; each saberclaw makes saving throws as if it were a 5 Hit Die creature, plus a +1 bonus for every four members of the wing.

Saberclaws can see invisible, ethereal, and hidden creatures and objects as if they possessed the ability of *true seeing*.

Habitat/Society: To a saberclaw, life is the wing. Individuality is something foreign to these horrid creatures. Saberclaws fight, fly, eat, and sleep as a unit.

Creating a wing of saberclaws requires a fully stocked laboratory, an ancient forbidden spell, and ingredients and components worth a minimum of 60,000 gold pieces. The spell is known only to a few spellcasters who are reluctant to share their power by teaching the spell to others.

A wing of saberclaws can be created by a wizard of at least 12th level or a priest of at least 11th level; the process requires at least a month of preparation before the spell is cast (which takes 1d6+12 hours of continuous casting). Once created, the wing obeys the creator. Should the creator die, the wing hunts down the killers, slays them, then dissolves into black mist.

Ecology: Saberclaws are unnatural, artificial life forms that neither contribute to nor take away from the environment around them. They are created solely to serve a master.

Sacrol

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8 (tentacle)/2d8 (tentacle)
SPECIAL ATTACKS:	Level drain
SPECIAL DEFENSES:	Hit only by +1 or better weapon
MAGIC RESISTANCE:	Nil
SIZE:	S (4' across)
MORALE:	Fearless (20)
XP VALUE:	6,000

Sacrols are undead entities of fearsome power and overwhelming hatred. They are spawned in sites of great death, and they exist solely to bring more living creatures into the realm of the dead. They aggressively attack anyone unfortunate enough to encounter them.

A sacrol looks like a large skull surrounded by a constantly shifting, multi-colored mist. The skull resembles one creature whose life force is captured in the sacrol. The mist is the body of the sacrol. It attacks with two long, ropelike tentacles that are composed of mist and are suggestive of entrails.

Sacrols radiate a cold, clammy aura. They do not have language, but they communicate through howls. Their cries sound like the shrill death shrieks of many creatures in their death throes. If one listens closely, the individual cries can be distinguished.

Combat: Sacrols use their two ropy tentacles against their victims. A sacrol may attack two victims in one round, but may not direct both tentacles at the same victim.

A successful tentacle hit inflicts 2d8 points of damage and immediately drains one level from the victim. The tentacle wraps around the victim's neck and begins a chokehold in the following round, inflicting 2d4 points of damage in that round and every subsequent round until either the victim or the sacrol is dead. The chokehold can be broken by a successful bend bars roll.

Once per day, a sacrol can emit a powerful shriek that acts as a *slay living* spell against one victim. If the sacrol is somehow magically *silenced,* or if a bard is singing, the voice attack is neutralized.

Like most other undead, sacrols are immune to mind-affecting spells such as *sleep* and *charm,* and to cold-based attacks.

Sacrols can be hit only by weapons of +1 or greater enchantment. Holy water inflicts 1d4+1 points of damage on a sacrol. They are turned as spectres. A priest of good alignment can destroy a sacrol with an *exorcism* or *dispel evil* spell. Those spells will actually bring peace to the departed life forces that make up the sacrol, releasing them from the evil restlessness.

A sacrol can occasionally cast an *animate dead* spell to create and control a number of creatures equal to 8 Hit Dice. The sacrol cannot cast the spell again until those undead servants are destroyed.

Habitat/Society: Sacrols are the collected angry spirits of the dead. They have great hatred for the living, especially for their slayers, if any.

Sacrols arise in places of mass death, such as battlefields, sacked temples, and plague-ridden cities or countrysides. Such a creature is forever bound to its death site unless it follows its killers in the hope of achieving vengeance. The sacrol can unerringly track the killers of those who became part of the sacrol. Wise travelers know to hide from a wandering sacrol, for even though it pursues its killers, the sacrol will slay any living thing in its path.

It seems odd that even lawful good victims can become part of an evil sacrol, but it is speculated among religious scholars that the sacrol's great hatred is the result of death trauma coupled with a chance closeness to a rift in the Negative Energy Plane.

If a sacrol manages to avenge itself against its killers, it must return to its death site and haunt it forever.

Ecology: Sacrols feed on the life energies of their victims; this is the only sustenance they require.

Some priests have been known to collect the ectoplasmic remains of sacrols and use this as an ingredient in a *potion of undead control.*

Scamille

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	3
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	3d6 each (pseudopods)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M–L (6'–10' across)
MORALE:	Elite (13)
XP VALUE:	3,000

Scamilles are amorphous, amoebalike creatures that can change their shapes. They dwell in subterranean areas and are related to ochre jellies. Unlike ochre jellies, scamilles are intelligent and can camouflage themselves.

In their normal forms, scamilles resemble giant amoebas. Each has a black nucleus surrounded by a mass of rock-grey protoplasm. The protoplasm extrudes six pseudopods. A scamille has a slightly acidic odor, though the scamille does not attack with acid.

Scamilles use their pliable form to create mouths. They can speak Common, which is their preferred language. Scamilles do not have their own language.

In general, scamilles are not aggressive. They will wait and observe a party to determine whether it is a threat. If a party is "interesting" (perhaps clever or eloquent), the scamilles will continue to watch for a while.

Combat: When at rest, a scamille takes the form of some inanimate object such as a rock, door, wall, table, chair, or chest. Scamilles cannot take the form of living creatures. The ability to change shape is limited, and is not done through conscious effort; when tired, the scamille simply draws its body together. Each scamille can assume the form of only one inanimate object. Though the scamille can change color slightly, a close examination will reveal such an "item" to be suspect. A camouflaged scamille gives opponents a –1 penalty to surprise rolls.

Scamilles attack with their six pseudopods, each causing 3d6 points of damage.

A scamille can cause one pseudopod at a time to become sticky. If a victim is successfully hit with the sticky pseudopod, it is stuck fast. A stuck victim can attack only with a weapon that was already in hand at the time of the scamille's successful assault. A victim attacking in this fashion suffers a –4 penalty to attack rolls. Once a victim is held, the scamille attacks with the remaining five pseudopods, though these have no adhesive quality to them. Attacks on a held victim automatically hit. Spells that require material components cannot be used by a held victim.

In order to pull free of the sticky pseudopod, the victim must make a successful bend bars roll. One attempt can be made per round, in place of any attacks the victim might wish to make.

A scamille can choose to let go of a stuck victim. Otherwise, a victim who fails its bend bars rolls can be freed only by an application of *oil of slipperiness* or the death of the scamille.

Once a victim dies, the scamille draws the victim's body into its own and secretes a powerful acid that dissolves the victim and all possessions in 1d4 rounds.

Scamilles are vulnerable to light. If a *light* spell is cast upon a scamille, it loses the ability to form pseudopods for one round. If cast on a camouflaged scamille, the *light* spell causes it to assume its amoebalike form.

Habitat/Society: Scamilles dwell in dark places such as caves and fissures. They rarely venture above ground, even at night.

Though scamilles can be found in small groups, there is no group mentality. Each scamille acts as it pleases, free of interference from its brethren.

Scamilles are asexual beings, dividing like amoeba once every five years or so, when enough raw material has been gathered to allow the split. A typical scamille lives 120 years.

Scamilles like to learn secrets, and because of their camouflage ability, they are in an ideal situation to eavesdrop on other underground dwellers.

When found in a good mood, a scamille may offer information in exchange for food. However, scamilles are subject to profound mood swings.

Ecology: Scamilles keep cavern floors clear of obstructions, especially absorbing the remains of intruders to the subterranean world.

In addition to animal and plant material, scamilles eat small quantities of minerals and rocks, and even derive some sustenance from the remains of a dead victim's equipment. Scamilles enjoy scraps of what humans and demihumans consider food. To a scamille, such scraps are a special taste treat.

Shapeshifter

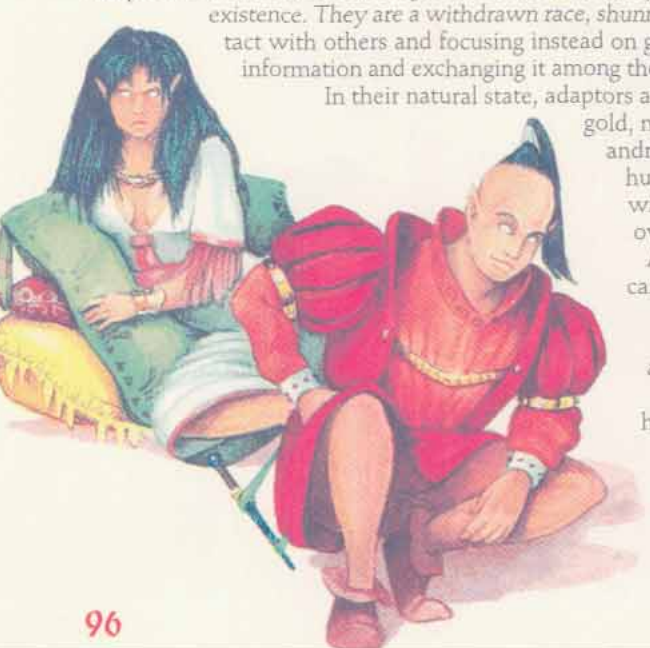
	Adaptor	Metamorph	Polymar	Randara
CLIMATE/TERRAIN:	Any	Temperate mountains and forests	Any	Any
FREQUENCY:	Very rare	Rare	Rare	Very rare
ORGANIZATION:	Cell	Clan	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Genius (17–18)	High (13–14)	Low (5–7)	High (13–14)
TREASURE:	V	W	B	F (×3)
ALIGNMENT:	Any	Chaotic neutral	Lawful neutral	Neutral evil
NO. APPEARING:	1d6	1d20	1d3	1
ARMOR CLASS:	9	5	9	0
MOVEMENT:	12	12	6	18
HIT DICE:	8	3+1	10	14
THAC0:	13	17	11	7
NO. OF ATTACKS:	2	1	3	As chosen form
DAMAGE/ATTACK:	By weapon +4	By weapon	1d6 each (pseudopods)	As chosen form
SPECIAL ATTACKS:	See below	Nil	Nil	Spell use
SPECIAL DEFENSES:	See below	Shapechange	Nil	Hit only by +1 or better weapon
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5′–6′ tall)	M (6′–7′ tall)	S–L (3′–10′ across)	S–M (2′–7′ tall)
MORALE:	Champion (15)	Average (10)	Steady (11)	Steady (11)
XP VALUE:	2,000	270 650 (leader)	2,000	8,000

Numerous varieties of creatures are able to significantly alter their shapes; these range from lycanthropes (such as werewolves and werejaguars) to amorphous creatures such as the scamille and other oozes, jellies, and puddings.

Certain species also exist whose main feature is the ability to change shape. This ability is common across the species; it cannot be passed on to others; it is the species' primary method of attack and defense; and it is a conscious effort on the creature's part. Creatures meeting these criteria are collectively known as *shapeshifters*; in addition to the creatures listed here, the doppleganger and mimic (described in the *Monstrous Manual*) are shapeshifters.

Adaptor

Adaptors are an ancient, intelligent race found on all planes of existence. They are a withdrawn race, shunning contact with others and focusing instead on gathering information and exchanging it among themselves. In their natural state, adaptors are shiny, gold, muscular, androgynous humanoids with blank oval faces. Adaptors can change into the form of any creature of human or demihuman size. Unlike doppelgangers, they cannot turn into duplicates of specific people.



Their superior intellect allows adaptors to know any language they are exposed to. Each is fluent in Common and several other languages.

Combat: Adaptors are skilled at swordplay, attacking twice per round with a +4 bonus to attack and damage rolls when using swords. Adaptors favor long swords and rapiers.

The powers of the adaptors are formidable. For a limited time, they become immune to magical attacks once exposed. For instance, a *fireball* would cause full damage to an adaptor (or half if the saving throw is successful) the first time that adaptor is hit by a *fireball*, but for a short time, the adaptor is immune to all magical fire attacks. The adaptation disappears in 1d10 turns if not triggered again. An adaptor may enjoy simultaneous immunities.

Habitat/Society: Adaptors are a mysterious, scholarly people. Each member has more accumulated knowledge than any sage. However, their philosophy demands that they not pass any great knowledge to other cultures.

Adaptors are natural observers, and their conversations with individuals or small groups are limited to discussions of philosophy or asking questions about the people and land around them. If people are polite, an adaptor may answer a single question for them: background on an obscure magical item, perhaps, or information on an old, lost ruin.

The origin of the adaptors has long been lost. The few human and elven sages who know of their existence believe that the adaptors themselves are searching for answers to their origins.

Adaptors gather in small groups devoted to a certain area of knowledge. These groups, called cells, usually have little commerce with other cells of adaptors.

Ecology: Adaptors are nonintrusive creatures who do their best not to interfere with the natural state of the places they visit.

Adaptors may have odd and fantastic devices beyond the comprehension of those they encounter. Examples might include flame tubes, trance inducers, or energy neutralizers; the precise effects of these and other devices are left to the DM.

Metamorph

Metamorphs are an ancient species of shapeshifter distantly related to humans. They exist in harmony with nature and creatures close to nature, doing their part to preserve the natural balance.

A metamorph's natural form is that of a handsome human male or female, though its ears are slightly pointed and its eyes are pure white. Metamorphs speak fluent Common, and most (90%) speak the languages of elves and halflings.

Combat: Normally, metamorphs are nonaggressive, choosing to shapeshift and withdraw rather than engage in a violent confrontation. When pressed, however, they fight seriously.

Metamorphs favor druidic weapons such as daggers, clubs, spears, slings, and sickles. They do not wear armor, as this becomes useless during shapeshifting.

If ten or more metamorphs are encountered, they will be accompanied by a leader with 5+2 Hit Dice. The presence of the leader boosts metamorph morale to 12, but a leader quite often leads others away from combat.

A metamorph makes saving throws as an 11th-level wizard.

Habitat/Society: A metamorph can shapeshift as often as 11 times per day, but it's limited to certain forms. This nonmagical shapeshifting power gives metamorphs all the abilities of the new form, including special attacks. Metamorphs cannot take giant-sized or monstrous forms. Forms available to metamorphs are amphibian, bird, centipede, crustacean, fish, insect, leech, mammal, reptile, spider, and worm.

A metamorph can turn into a category of form only once per day. For example, a metamorph might transform into a dog one day and a cat the next day, but it can become only one mammal per day. Each form lasts up to an hour, but the metamorph can voluntarily change earlier.

Metamorphs reproduce like normal humans and live in clan strongholds away from normal human society, though they have good relations with elves, halflings, and druids. Each stronghold is led by a leader with 5+2 Hit Dice.

Ecology: Metamorphs act as self-appointed protectors of the environment within a five-mile radius of their stronghold.

Polymar

Polymars are modestly intelligent creatures that can change shape in order to lure prey. In their natural form, they are shapeless brown masses. The polymar is closely related to the mimic, and is apparently a more sociable version of the mimic.

Polymars cannot communicate verbally, but seem to maintain a constant telepathic contact with other members of their pack. Some very rare packs have reportedly learned silent forms of communication, such as sign language or writing.

Combat: Polymars can look like any creature with 10 or fewer Hit Dice or any object smaller than 100 cubic feet. Polymars do not gain the special abilities of their new form. Polymars of the same pack have a psychic rapport with one another and cooperate very closely. The strongest pack member (the one with the most hit points) is the leader; when a polymar leader dies, the strongest living polymar becomes leader.

The form of the leader determines the form of each other pack member; if the leader imitates a piece of wooden furniture, so do the other pack members; if the leader takes the form of a humanoid, so do other pack members. Members of the same pack attempt to "match," so that a pack imitating furniture might resemble a couch, two chairs, a table, and a coat rack, all of the same apparent style.

A polymar's change is far from perfect; for example, polymars changed into humanoids tend to shamble about in a seemingly random manner, and the wood grain of a polymar changed into a chair may not look quite right. Opponents notice something unusual on a roll of 1 on 1d6.

Regardless of form, a polymar that enters combat extrudes three pseudopods and attacks with them, causing 1d6 points of damage with each hit. Polymars coordinate their attacks, all striking at the same time; they all attack the same opponent if the leader decides it is appropriate.

A polymar pack feeds by engulfing dead plants or animals. An opponent slain by polymars will be completely dissolved in 2d4 hours, leaving only nonorganic material behind.

Habitat/Society: Polymars are very social creatures with others of the same pack. They cooperate completely, following the dictates of their leader.

Polymars reproduce by fission. All members of a pack reproduce at the same time after the pack has taken in sufficient nourishment. If the pack was small, all the polymars stay together; if the habitat cannot support increased numbers, half the polymars form their own pack and seek new territory.

Ecology: Alchemists and wizards covet polymar tissue for use in creating magical items and potions that involve shapeshifting or polymorphing.

Randara

Randaras are evil beings of legendary power. They delight in using their shapeshifting to trap innocent folks as food. Their true appearance is unknown. They most often appear as humans or humanoids, but can also take the shapes of small, cuddly animals. The form of the randara is always size S or M.

Combat: A randara's attack varies with its chosen form; for example, in human form, it uses weapons, but in the form of a dog, it bites. Damage is calculated for the creature imitated.

A randara can change its form in one round, but can take no other action in that round. It gains only the movement and normal attack abilities of its chosen form; the randara maintains its own natural Armor Class and gains none of the special abilities of its chosen form.

Randaras can cast *charm person* once per day and *ESP* at will, casting at the 11th level of ability. Randaras are immune to 1st- through 3rd-level spells. They suffer only half damage from magical weapons. Nonmagical weapons do not harm them.

Habitat/Society: Randaras are very fond of human flesh. They often take forms designed to catch humans off-guard.

Usually, a randara seeks out a human settlement and looks for someone with modest power and respect. After stalking the victim for weeks, using *ESP* to learn about the individual, the randara murders its prey and impersonates the victim. Once established in a respectable position, the randara can use its new identity to lure more prey.

Ecology: Randaras are voracious hunters of human and demihuman flesh. They have no known natural enemies.

Shargugh

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (bite) or by weapon
SPECIAL ATTACKS:	Stone throwing
SPECIAL DEFENSES:	Concealment, *transport via plants*
MAGIC RESISTANCE:	Nil
SIZE:	S (3′ tall)
MORALE:	Steady (11)
XP VALUE:	175

Shargugh (pronounced SHAR-guh) are small hairy humanoids about 3 feet tall. Their long, chronically matted and tangled hair is usually walnut brown, although some very rare individuals have dark-green locks. In addition, males have long, unkempt beards. Shargugh complexions tend to be dark and ruddy, their features coarse but oddly handsome, their eyes amber or deep green.

Shargugh wear ragged clothing made from woven leaves, grass, and scraps of fur and old cloth. They rarely if ever wear shoes.

Adults of either sex weigh between 30 and 40 pounds. A shargugh can live about 250 years.

Shargugh speak their own language and the secret tongue of druids; about 35% also speak Common.

Combat: A shargugh can deliver a nasty bite, but 50% of all groups arm themselves with daggers or short swords. At least one member of an armed group will have a silver weapon. All shargugh are expert stone throwers; each typically carries 1d4+1 stones and can hurl one per round (with a range of 20/40/60). These stones inflict 1d4 points of damage; a shargugh gains a +3 bonus to attack rolls when hurling them.

Shargugh are well adapted to their woodland homes and can pass through brambles and undergrowth with ease, just as druids can. Furthermore, they can conceal themselves in wooded areas with a 90% chance of success. They can climb vines and trees just as a thief climbs walls (75% chance) and can move silently 85% of the time. Expert sneak thieves, they have an 85% chance to pick pockets.

Five times a day, a shargugh can use *transport via plants*, though the maximum distance it can travel is 600 yards. The shargugh always has a 100% chance of arriving at the location it desires, so long as the location is within the 600-yard range.

Shargugh are mischievous and tend to steal valuable objects from any outsider they encounter unless the intruder bribes them with food or drink. They aggressively protect their woodland homes and do not tolerate wanton destruction of forests. They use their ability to hide in and move through undergrowth to avoid hand-to-hand combat with stronger creatures. Their pick pocket and *transport via plants* abilities enable them to steal weapons and spell components from their foes, then throw stones from a safe distance.

Habitat/Society: Shargugh live singly or in family groups. Families usually number three (two parents and a single offspring). The young shargugh will be a noncombatant infant 25% of the time and a juvenile or young adult with full adult abilities 75% of the time.

Each individual or group claims a section of woodland roughly 24 miles across. Shargugh generally maintain friendly relations with any good or neutral woodland creatures living in their territory and will tolerate evil creatures as well, provided that these creatures do not harm the woods or try to subjugate the shargugh. Dryads, centaurs, unicorns, and treants usually can count on the shargugh as allies.

Ecology: Shargugh have symbiotic relationships with their territories. The shargugh's life force both draws strength from and gives strength to its woodland home. In addition, shargugh actively care for their territories—pruning the trees, picking the fruit, and fending off external threats.

Shargugh never voluntarily leave their territories. If forced to do so, they sicken and die in only one or two days. If a section of woodland loses its shargugh, it becomes cursed and infertile for seven years. During this time, no new trees or plants will grow. The existing plants don't die, but they produce no fruit or offspring. Only a *remove curse* spell from a druid of at least 12th level or a *wish* can restore fertility to the land before the end of the seven years.

A young shargugh never really leaves its parent's territory. The youngster either remains until its parents die, in which case it inherits their territory, or the youngster and parents move to opposite sides of the parents' territory. Eventually, the two groups form two entirely new territories with a common border.

Shark-kin

Climate/Terrain:	Any ocean
Frequency:	Common
Organization:	Tribal
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8–10)
Treasure:	U
Alignment:	Neutral
No. Appearing:	1d4×20
Armor Class:	5
Movement:	Sw 24
Hit Dice:	2
THAC0:	19
No. of Attacks:	3 or 2
Damage/Attack:	1d3 (claw)/1d3 (claw)/1d6 (bite) or 1d6 (bite) and by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6'–7' long)
Morale:	Steady (12)
XP Value:	65 120 (elder)

These nomadic marine humanoids have large, staring eyes, fin-crested heads, and scaly skin. Their hands and feet are webbed and clawed. A shark-kin's legs are vestigial; the creature swims by means of its powerful, alligatorlike tail.

Most shark-kin are reddish brown, though some are dark blue or blue-black. Their skin is usually covered with patterns of spots or bands of lighter color—white or yellow in reddish-brown individuals; silver, light blue, or metallic green in blue or blue-black shark-kin. Each individual's pattern of spots or bands is unique.

A shark-kin's eyes have a reflective layer that concentrates any available light. This allows them to see well even in dark or murky water; it also makes their eyes seem to glow, like a cat's, when bright light strikes them.

Adult shark-kin of both sexes are between 6 and 7 feet long, measured from nose to tail, and weigh 190 to 250 pounds. Most live to be 120 years old, though some individuals have been known to live twice that long.

Shark-kin speak their own tongue; 40% also speak Common or the tongue of another ocean race.

Combat: Shark-kin are aggressive hunters but usually avoid combat with intelligent species, attacking only in self defense or to defend their territory.

Adult shark-kin carry javelins and tridents. One out of every four in a hunting or war party also carries a net. Unarmed shark-kin attack with claws and bite; those carrying a weapon can both attack with the weapon and bite in the same round.

The most important part of any group's defense is its pack of pet sharks. Each shark-kin tribe maintains a pack of 4d6 sharks, one for every two or three adult shark-kin: 25% of the sharks in the pack have 7 or 8 Hit Dice, 25% have 5 or 6 Hit Dice, and the remainder have 3 or 4 Hit Dice. If the shark-kin tribe numbers 50 or more, one of their sharks will be a giant specimen with 10 to 12 Hit Dice. Shark-kin have an empathic link with their sharks and can give them basic commands (such as come, go, turn, stop, and attack) at a range of 360 yards.

In battle, shark-kin and their sharks attack on a broad front, trying to surround their foes in all three dimensions. Then, at a signal from their elder, they all converge on a single point in the enemy ranks, trying to fight as few foes as possible with as many allies as possible.

Habitat/Society: Shark-kin live in tribal groups led by an elder with 3 Hit Dice. Each tribe claims a territory covering about 120 square miles, which they vigorously defend from all other ocean races. They tend to be hospitable to strangers, but visitors are not encouraged to stay long. No outsider is allowed to hunt in their territory or to take anything from it without permission from the tribal elder. Shark-kin tend to be very possessive of any shipwrecks in their territory, as these usually act as artificial reefs teeming with sea life. Adventurers seeking salvage rights must be prepared to bargain well or fight hard.

Shark-kin spend their time foraging and hunting for food or caring for their sharks, who serve them much as hunting dogs serve humans. If the hunting in an area is particularly good, such as near a spawning ground for fish, a shark-kin tribe will construct temporary homes out of whatever materials are at hand and settle down as long as the bounty lasts. Otherwise they never stay in one area within their territory for long.

If a tribe's elder is killed or dies, the surviving adults undergo a mysterious change. Over the next few weeks, their legs grow and their gills change to allow them to breathe both air and water. This change (which sages believe is a throwback to the races' ancient terrestrial origins) allows the shark-kin to move on land as easily as a human. The tribe's senior adults (10+1d10 individuals of both sexes) walk ashore and head to a traditional site, usually a hilltop or mountain, where they conduct an age-old ceremony to select a new elder. Thereafter, the group returns to the sea and all the shark-kin revert to their normal forms.

Ecology: Shark-kin eat whatever seafood they can catch. Fish and mollusks form the basis of their diet, though they also prey upon sea mammals when they are available.

Sollux

Climate/Terrain:	Desert, mountain, subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Highly (13–14)
Treasure:	Z
Alignment:	Lawful neutral
No. Appearing:	1
Armor Class:	0 (8)
Movement:	12
Hit Dice:	10–14
THAC0:	10 Hit Dice: 11 11 Hit Dice: 10 12 Hit Dice: 9 13 Hit Dice: 8 14 Hit Dice: 7
No. of Attacks:	2 (5/2)
Damage/Attack:	By weapon +3
Special Attacks:	Weapon specialization, exceptional Strength
Special Defenses:	Immune to fire and illusions, saving throw bonus vs. magic
Magic Resistance:	Nil
Size:	M (7′ tall)
Morale:	Champion (16)
XP Value:	10 Hit Dice: 3,000 11 Hit Dice: 4,000 12 Hit Dice: 5,000 13 Hit Dice: 6,000 14 Hit Dice: 7,000

Sollux are tall, statuesque demihumans with crimson skin and bright yellow hair. The irises of their eyes are brilliant white or intense blue; the "whites" of their eyes are glowing yellow, tinged with red.

Adults of both sexes are about 7 feet tall, or slightly taller, and weigh from 180 to 240 pounds.

Combat: Adult sollux have Strength scores ranging from 18/01 to 18/50; they receive a +1 attack bonus and +3 damage bonus in combat. Sollux are very dexterous and typically have Dexterity scores of 16 or higher.

Most sollux that adventurers meet are members of the Brotherhood of the Sun, a knightly order which seeks to confront and defeat efreet on the Prime Material Plane. Its members are called Brothers of the Sun, or sun brothers, whether male or female. Brothers of the Sun wear red-gold plate mail and carry large metal shields that glow with a *continual light* effect. A Brother of the Sun has a morale rating of 20 when fighting efreet. Brothers of the Sun always carry a variety of weapons, including a long sword, a spear, a dagger, a lasso, and a missile weapon—usually a short composite bow. A sun brother's magical items, if he or she has any, are usually enchanted weapons or armor. Most sun brothers are 10th- to 14th-level fighters, but the leader of the order is said to be a mighty warrior of 16th level who wields a *long sword of efreeti slaying +3*. Every sun brother is a specialist in his or her favorite melee weapon, usually a long sword.

All sollux are immune to normal fire and to all types of illusions, and they can *detect invisibility* at will. Sollux receive a +1 bonus to any saving throw vs. a magical attack and subtract –1 point from any damage they suffer from such an attack, whether the saving throw succeeds or not.

Sollux tend to be even-tempered and somewhat friendly. They prefer to negotiate when dealing with non-efreet and will make an orderly retreat if faced with poor odds.

When dealing with efreet, sollux always seek to slay them or drive them from the Prime Material Plane. Since they cannot fly, sollux usually try to create a situation where an efreeti will have to attack them. Sollux usually do this by revealing an efreeti's deception (usually by virtue of the sollux's immunity to illusions) or by seizing the efreeti's treasure. The sollux take their battles with the efreet very seriously and plan all their attacks upon them very carefully.

Habitat/Society: Sages believe that sollux form communities and raise their children in magma-filled chambers deep underground. Only those sollux who have proved themselves to be mighty warriors (usually by defeating an efreeti) are allowed to enter the Brotherhood of the Sun. Individual sun brothers make their homes in scorched deserts, the craters of active volcanoes, or anywhere else there is great heat. However, they spend much of their time traveling the world, seeking out efreet and visiting other sollux. In times of great need, individual sun brothers band together to defeat the efreet, but usually they rely on their own prowess or recruit whatever likely allies they discover on their travels.

Sollux are extremely closed-mouthed about the origins of their feud with the efreet.

Ecology: Sollux, although distantly related to efreet, are actually denizens of the Prime Material Plane. They eat much the same foods as humans and demihumans, but they prefer anything they eat to be cooked and served boiling hot.

Spectral Death

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Fl 18 (A)
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10 (claw)/ 1d10 (claw)
SPECIAL ATTACKS:	Wisdom drain
SPECIAL DEFENSES:	Hit only by magical weapons, immune to some spell effects
MAGIC RESISTANCE:	Nil
SIZE:	M (5′ diameter)
MORALE:	Fearless (20)
XP VALUE:	5,000

Also called soul eaters, spectral deaths are negative energy beings that look like boiling clouds of blackness. A spectral death's vaporous body is always surrounded by a faint radius that glows a sickly black-green. At rest, a spectral death looks like an irregular lump of darkness. In motion, the creature looks like an ominous storm cloud rolling through the air.

Combat: Only magical weapons and spells affect spectral deaths. Spectral deaths are immune to death magic and energy draining.

In combat, a spectral death attacks with two invisible claws. In addition to suffering 1d10 points of damage, the victim must roll a saving throw vs. death magic each time the spectral death scores a hit. If the saving throw fails, the victim loses one point of Wisdom. Victims of a spectral death killed by cumulative damage or reduced to zero Wisdom are forever slain and cannot be *raised, reincarnated,* or *resurrected,* nor can *regeneration* restore the victim to life. A *wish* can restore the victim, but a *limited wish* or *alter reality* cannot.

If the spectral death is itself slain or driven away before it can slay its victim, the character regains lost Wisdom at the rate of one point a day. When slain, a spectral death dissolves into a formless cloud of vapor and drifts away.

Spectral deaths can be turned by priests and paladins as if they were special undead. Likewise, they are subject to *protection from evil, abjure,* and *dispel evil* spells.

When attacking, a spectral death chooses a single victim and attempts to slay him or her. If the spectral death is summoned and ordered to attack (see "Habitat/Society"), the summoner chooses the victim. Otherwise, the spectral death either chooses the victim who seems the least likely to effectively counterattack or an opponent who has already harmed the spectral death. Its flying ability and mobility enable the creature to press the attack on its chosen victim, no matter how he or she tries to escape. If the victim's allies successfully interpose themselves, the spectral death lashes out at the most vulnerable opponent.

A spectral death's cloudlike body has no front, back, or flanks, so opponents cannot gain a combat advantage through maneuvering around it. A spectral death can attack in any direction with its invisible claws. It can attack two opponents at once but prefers to concentrate its attacks on a single foe.

Habitat/Society: Spectral deaths are natives of the Quasielemental Plane of Vacuum. On their home plane they are solitary creatures that have no interactions with each other or with other denizens of the plane as they drift about, wholly invisible, near the border with the Negative Energy Plane.

Spectral deaths have been known to find their way onto the Prime Material Plane through dimensional rifts caused by the malfunctioning or destruction of powerful magical items or by similar cataclysmic events. They are far more likely, however, to be summoned to service by evil priests. Chaotic or evil deities might send a spectral death to do a priest's bidding instead of appearing themselves when the character casts a *gate* spell. At the DM's option, some sects might know a *summon spectral death* spell. This is identical to the 6th-level *aerial servant* spell, except that the only service a spectral death will perform is tracking down and killing a victim identified by the spell caster. Use of the *summon spectral death* spell is hazardous because if the spectral death cannot track down and slay its victim before the spell's duration expires (that is, one day per level of its summoner), it flies into an uncontrollable rage and seeks out the summoner, tracking that character relentlessly. When it finds the caster, its rage allows it to attack as a 20 Hit Die monster (THAC0 1), inflicting 3d6 points of damage per attack (although the Wisdom lose per successful attack remains a single point).

Ecology: When visiting the Prime Material Plane, spectral deaths neither eat nor sleep. On their home plane, spectral deaths appear to draw sustenance from the energies created at the boundary where the Negative Energy Plane meets the Plane of Vacuum.

On their home plane, spectral deaths reproduce asexually by budding.

Spectral Hound

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary or pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d6
Armor Class:	–2
Movement:	15
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2d6 (bite)
Special Attacks:	Bite victims become astral
Special Defenses:	Keen senses, hit only by silver or magical weapons
Magic Resistance:	Nil
Size:	M (5′ long)
Morale:	Fearless (19)
XP Value:	975

Spectral hounds are creatures from the Astral Plane. On the Prime Material Plane, a spectral hound looks like a ghostly dog, pale and translucent, with eyes that are formless pools of utter blackness.

Combat: Spectral hounds are excellent trackers—once put on a trail, they can follow it for days. Spectral hounds track as rangers, with a basic tracking score of 25. They can move at full speed and still track in any situation where their adjusted tracking score is 20 or more. If necessary, they can travel astrally to overcome obstacles that might otherwise keep them from following their prey.

A spectral hound's keen senses give it a 50% chance to *detect invisible* creatures and a +2 bonus on its surprise rolls.

Most spectral hounds are domesticated hunting beasts that relish combat. When given prey to chase, they pursue vigorously. Once within about a quarter mile of their prey, they bay joyfully. While this alerts the quarry to the hounds' presence, it often distracts them from the other beings working with the hounds, who can flank the victims while the hounds attack frontally. Experienced spectral hound handlers can command their beasts to remain quiet.

Despite their enthusiasm for the chase, spectral hounds can be cunning and persistent hunters. If hunting alone or in a small group with no handler, spectral hounds quietly shadow their prey for days, waiting for an opportunity to attack when the quarry's defenses are down. Many victims are unaware that they are being pursued until a pack of hounds charges at them through the pre-dawn gloom.

Spectral hounds attack by biting with their powerful jaws; any creature bitten takes 2d6 damage and must roll a saving throw vs. spell. If the saving throw fails, the victim begins to fade, slowly assuming the same translucent appearance as the spectral hound itself. The entire process takes 24 hours. After 12 hours, a fading character cannot hear or speak to any unfaded characters (from the victim's point of view, it is the rest of the world that is becoming translucent, not himself or herself). The character's equipment—weapons, armor, spell components, and the like—is unaffected and drops away. Because of their inability to handle objects, faded creatures cannot eat or drink. Mental and energy-based attacks work normally when used against a faded character, but the character is immune to physical attacks. After 12 more hours, the character fades completely from sight and slips into the Astral Plane. Once on the Astral Plane, the victim can handle objects (but isn't likely to find any lying about, waiting to be picked up) and can seek any normal means to exit the plane and return to the Prime Material.

A pinch of *dust of appearance* can restore a partially faded character, as can a *remove curse, dimension door,* or *teleport* spell. The dust or spell must be applied directly to the victim. The *teleport* and *dimension door* spells have no effect on the victim other than to end the fading. These remedies can be applied at any time before the character slips into the Astral Plane.

Habitat/Society: Various greater and lesser powers residing on the Outer Planes breed spectral hounds and use them both as guards and to track intruders back to their home planes. There is a 20% chance that some other extraplanar creature (such as a titan, tanar'ri, or githyanki) is accompanying and commanding any randomly encountered spectral hound.

Wild spectral hounds, though rare, can occasionally be found roaming the Astral Plane in search of prey. A group of two wild spectral hounds is always a mated pair. Larger groups will be a mated pair and their offspring or one or two related female hounds and their suitors.

Ecology: Domesticated spectral hounds require much the same kind of care as common dogs: feeding, grooming, exercise, and training. Wild spectral hounds are opportunistic hunters and scavengers that will eat just about anything they can sink their formidable teeth into.

	Aranea	Planar Spider	Ploppéd	Rhagodessa
Climate/Terrain:	Non-arctic forest	Any	Mountains	Forest, mountains, subterranean
Frequency:	Rare	Very rare	Very rare	Rare
Organization:	Solitary	Group or nation	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Night
Diet:	Carnivore	Omnivore	Carnivore	Carnivore
Intelligence:	Highly (13–14)	Very (11–12)	Non (0)	Non (0)
Treasure:	D	Special	Nil	O, U
Alignment:	Chaotic neutral	Any	Neutral	Neutral
No. Appearing:	1d6	3d6	2d6	1d6
Armor Class:	7	6	9	5
Movement:	18, Wb 12	18	12, Jump 20	15
Hit Dice:	3	5–12	½	4+2
THAC0:	17	15 (5–6 HD) 13 (7–8 HD) 11 (9–10 HD) 9 (11–12 HD)	20	17
No. of Attacks:	1	1	1	1
Damage/Attack:	1d6 (bite)	2d6 (bite)	1 (bite)	2d4 (bite)
Special Attacks:	Poison, spells	Poison, phasing	Poison, leap	Grapple
Special Defenses:	Spells	Phasing	Thief abilities	Nil
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	L (7′ diameter)	M (5′ diameter)	T (9″ diameter)	L (7′ long)
Morale:	Steady (11)	Steady (11)	Unsteady (6)	Steady (12)
XP Value:	650	5 HD: 2,000 6 HD: 3,000 7 HD: 4,000 8 HD: 5,000 9 HD: 6,000 10 HD: 7,000 11 HD: 8,000 12 HD: 9,000	65	270

The spider-kin include several types of creatures found in different parts of Mystara and the planes beyond it that have little in common except for their basic spider shape. Like their cousins the spiders, spider-kin have large mandibles equipped with fangs that can deliver a deadly, usually venomous, bite.

The diameters listed in the table above include the creatures' outstretched legs.

Aranea

These creatures are about the size of small ponies and are nearly indistinguishable from the various types of giant, web-spinning spiders. An aranea, however, has a massive, oddly shaped hump on the back of its head that houses the creature's large and well-developed brain. An aranea also has an extra pair of limbs just below the mandibles. These limbs end in flexible digits which the aranea can use to manipulate simple tools. They spin huge webs, each about 40 feet in diameter, with many narrow extensions winding through the trees nearby. The aranea use these extensions to travel through the trees from crown to ground level. Only creatures who are very unwary or stumbling about in the dark are likely to become entangled in them.

In combat, an aranea bites with its poisonous fangs for 1d6 points of damage. The victim must make a successful saving throw vs. poison or suffer additional damage from the aranea's venom. During the round that the saving throw fails, the victim feels no ill effects except a faint stiffening of the limbs. However, each round thereafter the victim suffers 4 points of damage, dying at the end of 1d4+1 rounds (regardless of hit points).

All aranea also cast spells as 3rd-level wizards. Their spell books consist of crude rolls of bark written in chalk or charcoal. These scrolls are very delicate and usually fall apart if carried away from the creature's web. In fact, only careful examination reveals that they are valuable at all, as they tend to be well hidden among clumps of leaves and other litter that sticks to the web. As a race, aranea prefer subtle but potent spells, such as illusions, various *charm* spells, and *haste* and *slow*. As a rule, they avoid fire-based spells that might damage their webs or their forest homes.

Aranea are clever and patient: their favorite combat tactic is to lie in wait for prey in the branches of a tree, then silently lower themselves on strands of webbing and begin a spell attack. When confronted by dangerous foes, they often mask their true appearance with illusions and pretend to be elves, rangers, druids, or dryads.

The aranea are involved in a constant state of war with the phanatons.

Planar Spider

The planar spiders are intelligent, plane-traveling arachnids who have a vast, but odd, civilization. They can travel both astrally and ethereally and thus can easily move among the planes. Some sages speculate that planar spiders might be related to phase spiders, but there is no definitive proof for this theory.

Spider-kin

Most planar spiders have 5 Hit Dice, but leaders of up to 12 Hit Dice have been reported. Their home plane is almost certainly a Deep Ethereal demiplane, but it is entirely unknown and no traces of their cities have ever been discovered. Traveling planar spiders describe the plane as a place with cities lovingly crafted from imperishable white webs. Any planar spider encountered away from its home plane is a veteran traveler who speaks Common and at least one other demihuman language. There are many different nations of planar spiders, just as there are many different nations of humans and demihumans. Planar spiders from the nation of Chak are those most often encountered in and around Mystara.

Planar spiders are as unpredictable as humans but rarely attack adventurers without provocation, preferring instead to attempt to communicate with any creatures they meet in order to determine the strangers' intentions. On the other hand, some wandering groups of planar spiders ("Black Chak") are thieves or bandits who seek riches by any means, fair or foul.

In combat, a planar spider flits between planes to confuse foes. This gives them a –3 bonus on initiative rolls; if a planar spider wins an initiative roll by a margin of 4 or more, it may attack and then become ethereal before its opponent has a chance to strike back. Their favorite tactic is to appear behind their opponents, where they gain a +4 modifier for attacking from the rear and negate bonuses from shield and Dexterity. If overmatched, a planar spider flees off plane. If caught on the Astral or Ethereal planes, planar spiders gain only a –1 bonus on initiative rolls and can be attacked every round.

A planar spider's fangs carry type F poison; once bitten, a victim must make a successful saving throw vs. poison at a –4 penalty or die. Planar spiders can bite without using the poison if they so desire.

Any planar spider encountered may have (30% chance, plus 10% for each Hit Die beyond five) 1d3 miscellaneous magical items it can use. Each planar spider also carries 1d4 unusual nonmagical items that are not familiar to natives of the Prime Material Plane (the planar spiders, of course, understand these items perfectly well).

There are spellcasting planar spiders, but encounters with them are extremely rare; they can be priests or wizards of up to 9th level. A planar spider's experience-point value increases by 1,000 XP if it casts 1st- or 2nd-level spells; by 2,000 points if it casts 3rd-level or higher spells.

Ploppéd

Ploppéds are a mutated strain of common spiders. Currently, they are found only in the Silver Sierra mountain range on the border between Darokin and Glantri.

Ploppéds have bodies about the size of oranges. Their legs are extremely long and have many knobby joints. Each ploppéd has a random number of legs (1d8+2 pairs). Ploppéds are black and hairy, regardless of the number of legs.

Sages refer to these creatures as "polyped" (many legged), but their common local name, "ploppéd," derives from the sounds they make when leaping about (plop! plop!). Ploppéds are very sneaky, and they have the following thief abilities: move silently 40%, climb walls 91%, and hide in shadows 28%.

Normally, ploppéds do not prey on creatures larger than normal-sized rats. However, if startled or cornered they attack and then run away.

In combat, ploppéds attack by leaping. A ploppéd can hurl itself up to 20 feet. When fighting creatures significantly larger than themselves, such as humans and demihumans, a ploppéd leaps for exposed areas, such as the face or neck. If the ploppéd scores a hit, it bites and injects a paralytic poison; the victim must make a successful saving throw vs. poison or be immediately paralyzed for 1d6 turns. Tiny creatures receive a –4 penalty to their saving throws and, if the saving throw fails, are paralyzed for 1d6×10 turns.

Rhagodessa

A rhagodessa is a giant, spiderlike carnivore about the size of a light horse. It has massive mandibles in its oversized yellowish head. The rest of the creature is dark brown, except for the eyes, which are gleaming black. A rhagodessa has five pairs of legs. The front pair end in powerful suckers which the creature uses to grasp prey. In combat, a rhagodessa strikes first with these front legs. A successful hit inflicts no damage, but the suckers hold on with a Strength of 20. During the next melee round the rhagodessa pulls the victim to its mandibles and automatically bites, causing 2d4 points of damage.

If harassed while biting prey, a rhagodessa lifts its victim into the air and scurries away. The rhagodessa can lift up to 700 pounds in this manner.

Rhagodessas can climb most sheer surfaces if they are not smooth and slippery. They have more difficulty climbing when carrying a victim but can manage even this feat if the surface is rough or cracked. Rhagodessas generally devour their prey at the first opportunity.

	Druj	Odic
Climate/Terrain:	Any	Any non-desert land
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	None	None
Intelligence:	High (13–14)	Very (11–12)
Treasure:	Nil (H)	Nil (H)
Alignment:	Neutral evil	Neutral evil
No. Appearing:	1	1
Armor Class:	–4	–4
Movement:	Fl 9 (A)	0
Hit Dice:	14	16
THAC0:	7	5
No. of Attacks:	1 or 4	1
Damage/Attack:	Eye: Nil Hand: 1d4 (strike) Skull: 1d6 (bite)	1d12 (branch)
Special Attacks:	Poison touch, spells (paralysis)	Poison touch, spells, charm, energy drain
Special Defenses:	Animate dead, immune to some spells	Animate dead, immune to some spells
Magic Resistance:	Nil	Nil
Size:	T (varies)	M (varies)
Morale:	Fearless (20)	Fearless (20)
XP Value:	16,000	22,000

Spirits are powerful undead beings which inhabit the bodies, or body parts, of others. Creatures or parts of creatures animated by a spirit have a pale, decayed appearance and often emit a sickly green, blue, or purple glow. Though solitary, a druj or odic may be found in the company of 1d6 of its victims.

Druj appear as body parts—a hand, an eye, or a skull—floating or crawling around in a horrible way.

Odics are formless creatures that take possession of normal plants, usually shrubs or small trees.

Combat (General): Being undead, spirits are immune to *sleep, charm,* and *hold* spells. They cannot be paralysed or poisoned, nor are they harmed by cold-based attacks.

All spirits are poisonous; a melee hit from a spirit causes the target to make a successful saving throw vs. poison or die immediately. Furthermore, a spirit's poisonous aura causes all consumable items within a 30-foot radius to instantly become spoiled and useless: all food (including iron rations), water, beverages, holy water, and magical potions, salves, and oils become spoiled. There is no saving throw against this power, though items within a closed extradimensional space, such as a *bag of holding,* are immune. If the container is opened even for a moment while within range, however, the consumable items inside become spoiled. Supplies that are spoiled by this power do not become poisonous, but they lose all magical properties and acquire a foul taste. Spoiled food and drink, if consumed, provide no benefits whatsoever. Normal items can be made wholesome again with a *purify food and drink* spell, though they never quite lose their foul taste. Magical items and holy water can be restored only by a *wish* or *limited wish.*

Living plants and normal insects within the poison radius become immediately paralyzed and die if the spirit remains in the area for more than an hour. This effect negates all forms of plant control (including *entangle* spells) and all insect plagues and swarms, both normal and magical.

Spirits continually use a form of *detect invisibility,* and they can use any of the following spell-like abilities once a round, at will, as a 16th-level priest: *darkness, silence 15' radius, cause disease, animate dead,* and *finger of death.*

Spirits frequently use their *animate dead* ability to turn victims they have slain into zombies, which the spirit uses to defend itself and to harass enemies. Both the spirit itself and the zombies under its control can be turned by priests and paladins as special creatures.

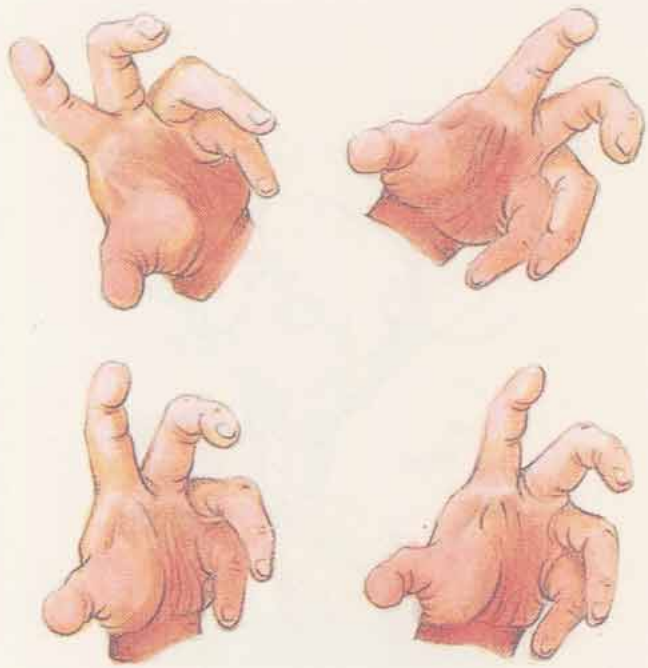
All spirits are powerless during daylight, although they can move up to 24 miles between sunrise and sunset.

Druj Combat

Once a night, a druj can split its essence, creating four identical forms. Each of these forms is poisonous, and each can attack separately; however, only one retains the druj's spell-like powers. Opponents often can identify which is the spellcasting form, as it tends to hover in the background while the other three close to attack. Should the spell-casting form be destroyed, one of the surviving forms immediately gains all the druj's spell-like abilities. Only destroying all four forms will defeat the creature.

The first time each night that a druj is successfully turned by a priest or paladin, the spirit's forms are forced to reunite into one creature and remain that way for 1d4+1 rounds, after which the druj can split again. Similarly, if the druj is turned before it can split, it cannot then do so until 1d4+1 rounds have passed. In either case, further successful turns during the same night are handled normally—that is, they force the entire creature to retreat.

Druj have additional powers, depending on their basic forms.



Eye: An eye druj darts about, trying to touch its opponents. The touch inflicts no damage, other than poisoning. An eye druj can make a special gaze attack against one target each round in addition to its physical attacks. The victim must make a successful saving throw vs. paralysis or be paralyzed for 1d4 turns. This attack has a range of 30 feet, and the victim need not meet the druj's gaze to be affected. An eye druj can automatically touch a paralyzed victim.

Hand: A hand druj inflicts 1d4 points of damage when it strikes a creature; it holds on thereafter, causing additional damage each round. The damage inflicted by the hold is 1d4 points plus the victim's Armor Class (shield and Dexterity adjustments do not apply). Even if the character's base Armor Class is 0 or less, he or she still suffers 1d4 points of damage per round. The victim must roll a saving throw vs. poison only when initially struck by the hand.

Skull: A skull druj floats toward its victims, attempting to bite; each bite inflicts 2d4 points of damage and causes the victim to make a successful saving throw vs. poison or die. When first attacked, a victim must make a successful saving throw vs. spell or be frozen with fright for one round. The druj can automatically bite a frozen victim.

Odic Combat

This spirit possesses a new plant each night. The plant sheds a purplish or bluish light in a 20-foot radius; this light is visible up to 300 yards away. Living creatures entering the light must make a successful saving throw vs. spell or they lose one level or Hit Die, as though struck by a wight. Each potential victim must make an additional saving throw each round he or she remains in the light.

Once it has settled in for the night, an odic cannot move from the spot until daybreak. The host plant is killed immediately. The odic can animate parts of the plant, however, and use them to deliver its attacks.

The odic uses the plant's longest branch to reach out up to 30 feet and deliver a blow that inflicts 1d12 points of damage; anyone struck must also make a saving throw vs. poison or perish.

The odic uses other portions of the host to seek out victims. The odic can animate up to six leaves at one time. These animated leaves float away at a movement rate of 3; the odic can control them at any range up to one mile. The animated leaves have a THAC0 of 16 and an Armor Class of 8; because they are barely noticeable, they impose a –6 penalty on their opponents' surprise rolls. They have one hit point each. They inflict no damage, but any victim touched by one must make a successful saving throw vs. spell or be *charmed* and drawn toward the odic. Charmed victims who enter the odic's light suffer a –4 penalty to saving throws against the energy drain and will not voluntarily leave the radius.

If the host plant has no leaves, the odic can animate the nearest equivalent—needles, flowers, tendrils, etc. During a single night, an odic can animate any number of leaves the host plant has available; however, the odic can never animate more than six at once. Animated leaves cannot use the odic's spell-like powers or poison touch.

Animated leaves can be turned as special undead. If successfully turned, their link with the controlling odic is broken and the leaves fall to the ground, inert. The odic cannot reanimate a leaf once it has been turned, but it can continue to animate other leaves from the host plant.

If the odic itself is turned, it is forced out of the host plant and becomes helpless until the next sunset, when it can possess a new plant.

Habitat/Society: Spirits are solitary wanderers. They usually carry no treasure but occasionally serve as guardians for special items or hoards. Also, a spirit's previous victims, if present, might carry type H treasure.

Druj are always encountered singly unless commanded by a powerful lich, evil priest, or similar evil power. In such cases, two druj eyes might rest within a druj skull, accompanied by two druj hands. No more that these five druj can ever be found in one place, and smaller groups (a druj skull with one druj eye, for example) are much more likely.

Odics are always encountered singly. Occasionally, odics inhabit the bodies of plantlike monsters. The monster is allowed a saving throw vs. spell, and if it succeeds the odic cannot attempt to possess the monster again that night. However, the odic can still settle into a nearby plant and attack the monster using its normal abilities.

Possession by an odic kills a plantlike monster, just as it kills normal plants. If the possessed creature is mobile, the odic can then move at the creature's normal movement rate. The odic can also use all of the monster's powers in addition to its own.

Ecology: Like most undead, these spirits hate life and ruthlessly seek to destroy it whenever possible. It may be that spirits gain sustenance from the life forces of the creatures they slay, but hunger clearly is not their only motivation. As destructive as they are, spirits usually move on before they can cause any great local impact. Should one decide to settle down, however, the effects are disastrous, as a spirit tends to kill everything in its vicinity.

	Crystal	Iron	Jade	Rock/Ooze	Silver	Steel
Climate/Terrain:	Any	Any	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any	Any	Any	Any
Diet:	Nil	Nil	Nil	Nil	Nil	Nil
Intelligence:	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)	Low (5–7)
Treasure:	Nil	Nil	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1d6	1d4	1d6	1d3	2d6	1d4
Armor Class:	4	2	4	4	4	1
Movement:	9	3	6	6	12	3
Hit Dice:	3	4	3+1	5	1+1	5
THAC0:	17	17	17	15	19	15
No. of Attacks:	2	2	2	2	1	2
Damage/Attack:	1d6 (fist)/ 1d6 (fist)	1d8 (fist)/ 1d8 (fist)	1d6 (fist)/ 1d6 (fist)	2d6 (fist)/ 2d6 (fist)	2d4 (bite)	1d8 (fist)/ 1d8 (fist)
Special Attacks:	Nil	Nil	Nil	Squirt	Nil	Nil
Special Defenses:	See below	See below	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil
Size:	M (6′ tall)	L (8′–10′ tall)	M (6′ tall)	L (9′ tall)	T (1′ tall)	M (6′ tall)
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
XP Value:	120	420	270	420 (rock) 650 (ooze)	120	650

The living statues of Mystara are magically created and animated creatures similar to the enchanted golems found on other worlds.

Living statues are almost always made in humanoid form, though other forms are possible. Unless it moves, a living statue looks just like a normal statue made from stone, crystal, or metal.

Combat: Living statues are immune to *charm, sleep,* and *hold* spells. They cannot be poisoned and are impervious to disease and suffocation.

Living statues are not brilliant thinkers or tacticians; however, their modest intelligence allows them to fight sensibly and effectively. Left to their own wits, living statues usually stand stock still, pretending to be normal statues until they have a chance to ambush unwary opponents. Most statues recognize spellcasters and try to neutralize them first. Living statues also are capable of following reasonably complex orders and using their intelligence to alter them if the circumstances warrant. Most living statues use their fists to batter opponents. They are not dexterous enough to use weapons effectively but can be ordered to employ some implements if such are required to complete a task. A group of living statues guarding a castle entrance, for example, might dump out a barrel of flammable oil, light it, lower the castle's portcullis, and sound an alarm gong if attacked.

Crystal

Crystal living statues are the weakest of the living statues. Note that crystal living statues are magical constructs and as such are not subject to damage from *shatter* spells.

Iron

Iron living statues have bodies that can absorb metal. They take full damage from normal weapons, but if they are struck with a nonmagical metal weapon then that weapon becomes stuck in the statue unless the attacker makes a successful saving throw vs. spell. The weapon can be removed only if the statue is killed. Weapons left in a statue are absorbed during the next 1d4 days, and any of the weapon's nonmetallic parts are expelled.

Jade

Jade living statues make all their saving throws as if they were 10th-level fighters. They are immune to nonmagical weapons and even magical weapons confer no bonuses to attack or damage rolls when used against them. When destroyed in combat, they crumble to worthless dust.

Rock

Rock living statues are hollow. A rock living statue is filled with fiery magma which it squirts from its fingertips (range 5/10/15). The living statue makes a normal attack roll for the magma, which it can use on one victim per round; anyone hit by the magma takes 2d6 points of damage. When destroyed, a rock living statue splits open, forming a pool of magma 30 feet across. Creatures caught in the pool suffer 2d6 points of damage (half that if they can make a successful saving throw vs. breath weapon).

Ooze

Ooze living statues are hollow and filled with gray ooze which the statue squirts in the same fashion as a rock living statue does its magma. When the ooze hits, it forms a small, immobile blob with 4 hit points and an Armor Class of 8. Each blob inflicts 2d4 point of damage to the victim each round until the blob is killed. A blob can dissolve metal, just like a normal gray ooze, destroying chain mail in one round and plate mail in two; magical armor lasts one additional round for each point of magical protection it offers. When killed, a ooze living statue splits open, releasing a gray ooze with 3 Hit Dice and all the normal gray ooze abilities described in the *Monstrous Manual*.

Statue, Living

Silver
Silver living statues are immune to nonmagical weapons and normal fire. They take half damage from enchanted slashing or piercing (type S or P) weapons and are immune to nonmetal weapons, enchanted or not. Since their tiny fists are ineffective as weapons, silver living statues attack by biting.

Steel
Steel living statues are immune to nonmagical iron or steel weapons; such a weapon striking a steel living statue automatically becomes stuck in it. On the following round, the statue absorbs the weapon, regaining 1d4+1 lost hit points in the process. Enchanted weapons of all types are immune to the statue's absorption power and cause normal damage; however, the weapon still sticks and the attacker must make an open doors roll to free the weapon quickly. If the roll fails, the attacker recovers the weapon but loses any further attacks that might have been possible that round and suffers a +2 initiative penalty during the next round.

Habitat/Society: Living statues can be found anywhere there are (or were) spell casters to create them. Generally, they are found in castles or ruins where they serve as guards or servants. As magical constructs, living statues have no society. They exist only to serve their creators. Though they have no treasure of their own, they often serve as untiring guardians for tombs or hidden treasure caches.

Ecology: Living statues have no need to eat, drink, breathe, or sleep. Like golems, they are created from an artificial body which has been animated with an elemental spirit. Any spell caster of 9th level or higher can create a living statue, provided that the proper spells and materials are available. Even though some of the required spells are beyond the capabilities of any 9th-level character, such a character can still create a living statue if the necessary spells are available on scrolls. Basic construction times and costs are given on the table below:

Statue	Construction Time	Cost
Crystal	Three months	7,500
Iron	Five months	10,000
Jade	Four months	8,000
Ooze	Five months	12,500
Rock	Four months	12,500
Silver	Two months	3,000
Steel	Six months	10,000

To construct a living statue, a wizard or priest must hire a skilled sculptor or metalsmith to create an image suitable for enchantment. During construction, the character must cast several spells over the work. A wizard must cast *geas, conjure elemental, fabricate, friends,* and *suggestion.* A priest must cast *quest, animate object, prayer, raise dead,* and *command.* In all cases, the materials used in the statue must be genuine; magically created materials will not work.

Crystal
Although rare and valuable crystals such as diamond can be used, the statue can be constructed from quartz or other common crystal. The crystal must be free from obvious flaws and cracks. A single, human-sized slab is required.

Iron
The statues must be forged from pure wrought iron made from newly smelted ore.

Jade
Though gem-quality jade can be used, it is not necessary. A single, human-sized slab of common stone free from obvious flaws is all that is required.

Rock/Ooze
The sculptor must create seven sections—two arms, two legs, a head, a back piece, and a breast piece—and fit them together. The magma or gray ooze is held in the hollow body and flows through channels cut in the arms.

To complete the construct, the character must supply 10 pounds of magma taken from the heart of a volcano or a live gray ooze, depending on which type of construct is being attempted.

Silver
The finished construct has a thick skin of pure silver (worth 50 gold pieces) that can be recovered if the creature is killed.

Steel
The metal for the construct must be the finest quality steel, including the steel from at least one steel weapon that has been bloodied (used to kill an opponent) in combat.

CLIMATE/TERRAIN:	Open hills, badlands
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d3
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10 (hoof)/1d10 (hoof)/1d6 (bite)
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Quills, disease
MAGIC RESISTANCE:	Nil
SIZE:	L (5' at the shoulder)
MORALE:	Elite (13)
XP VALUE:	650

The origin of these ravenous beasts is unknown; as usual the mad wizard's experiment is suspected, although they may be the spawn of some twisted, inimical power. In any case, they are nightmarish creatures the size of a large bull, with a giant serpent's head, tortoise feet, thick green fur, and a horse's tail.

Combat: A surtaki's shaggy fur conceals dozens of barbed quills, similar to those of a giant porcupine. Any creature that strikes a surtaki in melee combat must make a successful saving throw vs. wand to avoid the quills. If the save fails, the attacker suffers 1d6 points of damage and must make a second saving throw, this time against poison. If that saving throw fails, the attacker contracts a rotting disease that causes one point of damage each round thereafter. The disease also prevents normal and magical healing and regeneration. A *cure disease* spell halts its effects. Characters who die from this disease can be recovered only by a *wish* or *resurrection*.

When hunting, surtakis usually lie in wait for their prey, hiding behind the crest of a hill or in dense undergrowth and charging at anything that comes within 100 yards, as long as it isn't bigger that the surtaki itself. This charge attack gives the surtaki the standard penalties and bonuses as explained in the *Player's Handbook*: a +2 bonus to the attack roll and a +1 penalty to Armor Class; opponents being charged receive a –2 bonus to initiative and can inflict double damage with weapons set for a charge.

Surtakis spend about two-thirds of their time snoozing to conserve energy. They never really fall into a deep sleep, however, and their keen senses of hearing and smell usually alert them when prey or danger is at hand.

Habitat/Society: Surtakis are territorial hunters that inhabit mountain foothills, badlands, and other rough but fairly open country. Most adults tolerate each other only at mating time. Juveniles, however, tend to stick together for a year or two until they can carve out territories for themselves. If two surtakis are encountered together they will be a mated pair (50%) or a pair of clutch mates (50%). Groups of three surtakis are always clutch mates, usually (75%) the same sex and always the same age.

Ecology: Surtaki are always hungry and will eat anything they can catch. They eat only meat but will scavenge if the opportunity presents itself.

Most surtaki live 35 to 40 years, attain their full growth in about five years, and mature sexually in about 10 years. A female surtaki mates every two years. After a year, she scrapes out a shallow nest on a sunny hillside and lays a clutch of 2d12 eggs, which hatch in 4d4+4 weeks. The mother keeps watch over the nest during this time and fearlessly attacks (morale 20) anything that comes near. Curiously enough, she takes no interest in the hatchlings when they appear and may eat them herself if she is hungry. Typically, only 1d6 hatchlings survive the first six weeks, and only 1d3 survive the first year.

Freshly-laid surtaki eggs are considered a great delicacy in some parts of Mystara, and sell for 2d4 gold pieces each. Tastes, however, vary widely, and many Mystarans find the eggs, fresh or otherwise, disgusting in the extreme. Surtaki hatchlings also have some value (1d4×10 gold pieces each), but they are hard to handle, as their spines harden and become dangerous within 30 minutes of hatching. Hatchlings would fetch higher prices were they not virtually untrainable. They are sometimes used as guard beasts—their bizarre appearance can make a big impression—but they are untrustworthy and usually are useful only if they can be released into an unused area where they are free to attack anything that enters, or if they can be *charmed* so that they will obey commands.

Tabi

Climate/Terrain:	Ruins, subterranean, urban
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8–10)
Treasure:	Nil
Alignment:	Chaotic neutral
No. Appearing:	1d4
Armor Class:	6
Movement:	6, Fl 24 (C)
Hit Dice:	5
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d4 (claw)/1d4 (claw)
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (3' wingspan)
Morale:	Steady (11)
XP Value:	650

The tabi are small, winged creatures about the size of housecats. They are inveterate gossips, scavengers, and thieves.

A tabi's body is compact and apelike, covered with long golden fur. Their wings are leathery and very thin.

Adults weigh about 15 pounds. A living tabi emits an odor that smells like rotting meat, noticeable in still air at ranges of up to 100 feet.

Tabi are intelligent and clever. They speak Common and their own tongue.

Combat: A tabi attacks with its claws, which drip a crystal-blue venom. A victim of a claw attack must make a successful saving throw vs. poison or become *deluded* for 2d6 turns. Deluded victims attack the creature nearest them immediately. They can use a weapon if they were holding one when they were poisoned, but otherwise they attack with their bare hands. Deluded victims cannot cast spells or use spell-like abilities or psionics. A *neutralize poison* spell ends the delusion.

Tabi can pick pockets, hide in shadows, and move silently with a 40% chance of success. They prefer to attack from ambush but are careful to hide downwind from prey so their stench doesn't give them away.

Habitat/Society: Tabi can live almost anywhere, but like rats they prefer places where there is food to steal or scavenge. Tabi have an insatiable hunger for information of any sort and usually have a large repertoire of local rumors and legends. Tabi gladly trade this information for high-quality food or other information, but they are not known to be particularly truthful. Tabi constantly gossip among themselves, and anything one tabi knows quickly spreads to all the other tabi in the area.

Certain high-level wizards know a spell that binds a single tabi into their service. Such tabi generally serve as informants and spies.

Ecology: A tabi can live up to 150 years, though most of them live less than half that long in the wild. Tabi become fully mature by age six. A female tabi bears a single infant about seven months after mating. Tabi infants are dependent on their mothers for about 18 months, though they learn to fly by the time they are three months old.

Bind Tabi (Enchantment/Charm, Conjuration/Summoning)
6th-level Wizard Spell

Range: Touch	Casting Time: One week
Components: V, S, M	Area of Effect: Tabi touched
Duration: Special	Saving Throw: None

This spell allows the caster to bind one tabi into service for life. The tabi becomes absolutely loyal and will carry out all the caster's commands to the best of its ability, even if the command puts the tabi in danger (morale 20). This spell does not work on a tabi already bound to another wizard, and the caster can have only one bound tabi at a time.

To cast the spell, the wizard must have an iron brazier filled with red-hot coals and at least 2,000 gold pieces worth of rare incense. The final incantation takes less than a round, but the caster must immediately touch the tabi or the spell fails. Unless the tabi is caged or tightly bound, a successful attack roll is required to touch the tabi.

Once the spell is cast and the tabi is touched, the caster must keep the tabi nearby (always within 100 yards) for a full week. During this time, the caster instructs the tabi about its duties, and the pair generally get acquainted with each other. During this time the caster can follow a normal routine or even go adventuring, but he or she is too preoccupied to undertake intensive tasks such as spell research or enchanting a magical item. Once bound, a tabi willingly shares any information it has with its new master.

The caster can release the tabi from its bond with no ill effects. The *bind tabi* spell can be cast only once a year.

Thoul

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d3 (claw)/1d3 (claw) or by weapon
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Champion (15)
XP VALUE:	270
	Spellcaster, 1st level: 420
	Spellcaster, 2nd level: 650
	Spellcaster, 3rd level: 975
	Spellcaster, 4th level: 1,400

Thouls are magical crosses between ghouls, hobgoblins, and trolls. In spite of their ghoulish blood, they are living creatures, not undead.

Most thouls look just like hobgoblins: about 6½ feet tall, dark skinned, and untidy. Some, however, show clear signs of their troll ancestry. Such thouls can have any of the following characteristics: relatively hairless skin with a greenish cast instead of the dark-red or reddish-orange skin of hobgoblins; slate gray or dull black hair, ropy in texture; long and tubelike noses like a troll's, very different from a hobgoblin's rather canine muzzle.

Like hobgoblins, thouls have yellow teeth. Their eyes— yellow like some hobgoblins or pure white—lack any pupil; this and their somewhat vacant look are traits that point to their troll and ghoul ancestry.

Again like hobgoblins, thouls favor brightly colored clothing, usually blood-red cloth and gleaming-black leather. Their weapons are always well cared for and brilliantly polished.

Thouls have no tongue of their own, speaking hobgoblin instead. Roughly 60% also speak the languages of orcs, goblins, and carnivorous apes. Thouls living among hobgoblins can speak Common if their hobgoblin hosts do. Independent thouls speak Common 20% of the time.

Combat: Like hobgoblins, thouls have infravision with a range of 60 feet and fight equally well in bright light or darkness. Thouls living with hobgoblins share their hosts' hatred of elves.

Thouls can paralyze victims just as ghouls can. A target hit by a thoul's claw must make a successful saving throw vs. paralyzation or be paralyzed for 1d6+2 rounds. Thouls often disdain the use of melee weapons unless they are facing elves, who are immune to the paralyzation effect.

Armed thouls usually carry some kind of sword and a long bow. When injured, a thoul can regenerate one lost hit point a melee round as long as it remains alive.

Habitat/Society: Thouls have a brutal, militaristic outlook, just as hobgoblins do. Independent thouls live in small family groups in caves or ruins. Lone thoul encounters are with hunters and scouts whose business has taken them away from the main group. A thoul lair contains two young for each adult. Immature thouls inflict no damage other than paralysis (victims receive a +2 bonus on saving throws).

Thouls often serve as bodyguards to hobgoblin kings and chieftains. About 25% of subterranean hobgoblin lairs have 2d6 thoul guards (only 5% of hobgoblin surface villages have thouls). Any thoul living among hobgoblins is hated and feared for its superior abilities and status, and a thoul living in a hobgoblin tribe without the sponsorship of a powerful hobgoblin leader is treated as wretched outcast. Frequently, such thoul survive the abuse they suffer only by virtue of their regeneration ability.

Thoul spellcasters are rare but slightly more frequent among thouls living with hobgoblins. Thouls can become shamans of up to 5th level with access to the Necromancy, Healing, and Charm spheres. Thouls can also become 4th-level witch doctors with spells from the Illusion/Phantasm, Enchantment/Charm, and Necromancy schools.

Ecology: Thouls are a viable race but have one of the lowest birthrate among humanoids. Opportunistic hobgoblins, and occasionally orcs, frequently raid independent thoul communities to get young thouls to train as royal bodyguards, assistant shamans, or witch doctors.

Thouls live about 50 years. Thoul guards in hobgoblin lairs live a little longer, due to better food and living conditions.

Thunderhead

Climate/Terrain:	Aerial, thunderstorms
Frequency:	Very rare (common in thunderstorms)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5–7)
Treasure:	Nil
Alignment:	Chaotic evil
No. Appearing:	1d3
Armor Class:	0
Movement:	3, Fl 18 (E)
Hit Dice:	8 (16 in thunderstorms)
THAC0:	13 (5 in thunderstorms)
No. of Attacks:	2
Damage/Attack:	2d6 (claw)/2d6 (claw)
Special Attacks:	Lightning bolt
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (30' wingspan)
Morale:	Elite (14)
XP Value:	2,000 (10,000 in thunderstorms)

Thunderheads are reptilian carnivores related to both dragons and wyverns. They are constantly on the wing and are usually encountered during thunderstorms.

A thunderhead has a leathery black body that shows deep blue highlights on those rare occasions when sunlight strikes it; its swept-back, batlike wings are velvety black. The creature has a narrow, elongated head with a long, toothy beak and a pair of slitlike eyes colored a vibrant electric blue. A thunderhead's two legs look spindly but are very strong, ending in splayed feet. Each foot has three toes and a opposed thumb, each digit equipped with a vicious-looking claw.

Combat: Thunderheads usually limit their hunting to other aerial creatures. They have exceptionally keen eyesight and can spot prey as small as a sparrow from several thousand feet away.

A thunderhead's favorite tactic is to swoop down upon smaller prey and grab with its claws. If the thunderhead hits with a roll of 16 or better, the victim is caught in the claws and can be squeezed automatically for claw damage each round thereafter. A thunderhead can snatch and carry two small or tiny creatures (one in each foot) or a single creature as large as a light war horse.

When faced with an opponent too large to carry or too nimble to snatch, a thunderhead rakes with its claws and uses its breath weapon—a stroke of lightning 5 feet wide and 60 feet long that inflicts 5d6 points of damage. Victims who make a successful saving throw vs. breath weapon take only half damage. A thunderhead can generate one stroke every three rounds.

Thunderheads become very excited and aggressive during thunderstorms. When a storm strikes, a thunderhead's Hit Dice and hit points double. The creature also gains a THAC0 appropriate to its doubled Hit Dice, and its experience point value increases accordingly (use the statistic listed in parentheses). When excited and strengthened in this fashion, thunderheads swoop down to ground level and attack anything that moves, first loosing strokes of lightning, then attempting to snatch their victims.

Habitat/Society: Thunderheads live high up in the clouds, soaring and hunting. They are not social creatures, but any area with strong updrafts that make soaring easier can attract several thunderheads. Such areas can become extremely hazardous if thunderstorms develop in them.

Thunderheads hunt, eat, sleep, and mate on the wing.

Ecology: Thunderheads hunt all types of flying creatures: birds, bats, giant flying insects, even flying humans. During thunderstorms, a frenzied thunderhead will try to catch and eat anything it spots.

Sages disagree over exactly how and why a thunderhead's Hit Dice and hit points double during thunderstorms. Most scholars believe that the creature simply goes berserk, attacking ferociously and shrugging off attacks that might otherwise cause it great harm. Others argue that a thunderhead must actually enhance its own life force, using the charged atmosphere inside active storm clouds as an energy source.

Virtually the only time thunderheads land voluntarily is when females do so briefly to lay eggs after mating. All thunderhead nesting sites are located in areas prone to violent storms. The female chooses a sheer, sunny cliff face that is accessible only from the air. Once she finds a suitable site, she lays a clutch of 1d4+1 eggs.

Thunderhead eggs have exceptionally thick shells; their tough exterior and mottled brown or gray color makes them look just like large stones. The eggs become ready to hatch after about 14 weeks, and the parents stay nearby, ready to drive off intruders.

Thunderhead eggs have shells so thick and strong that young thunderheads must blast their way out with their lightning bolts when they are ready to hatch. Thunderhead parents feed their hatchlings for about a month. During this time, the hatchlings' size and weight triple and they eat voraciously. When a thunderstorm finally builds up, the young thunderheads go into the same frenzy as their parents and launch themselves into the storm. Once airborne, instinct takes over and the young thunderheads immediately begin hunting on their own.

Tiger, Ebon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (claw)/1d4 (claw)/2d4 (bite)
SPECIAL ATTACKS:	Bite causes blindness
SPECIAL DEFENSES:	Stealth, concealment, hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Fearless (20)
XP VALUE:	975

These fearsome magical creatures look like great cats wholly composed of black fire. Physically, an ebon tiger resembles a normal tiger, except that its body is uniformly black with no stripes. Lighter patches of darkness mark the creature's eyes, teeth, and whiskers. These areas sometimes faintly sparkle with magical energies, especially when the ebon tiger is angry or excited.

Combat: Ebon tigers are masters of stealth. Their shadowy bodies give them a 100% chance to hide in shadows. Ebon tigers are insubstantial and virtually weightless; their nonmaterial bodies make them immune to normal weapons and allow them to move silently 100% of the time. Ebon tigers can pass through small openings, even mere holes or cracks, with ease. Their senses extend into the Ethereal Plane and they can attack (and be attacked by) ethereal and out-of-phase creatures at all times.

Areas guarded by ebon tigers frequently are lit by flickering torches or oil lamps that create many shadows. Intruders who venture into these areas often suffer a nasty shock when the ebon tiger leaps to the attack; the victim suffers a –4 penalty to his or her surprise roll due to the difficulty in detecting the creature's silent approach.

Ebon tigers attack with their claws and teeth. An ebon tiger's bite can cause blindness in addition to normal damage. Any creature bitten must roll a saving throw vs. poison; if the saving throw fails, the victim's sight begins to grow dim and he or she feels disoriented. During the next round, the victim suffers a –1 penalty to attack rolls, ability score checks, and saving throws. This penalty increases by a point per round until it reaches –4. Any type of magical healing (*cure wounds* spells, *neutralize poison, cure disease,* etc.) removes the effect, provided it is applied before the penalty reaches –4. Once the penalty reaches –4, the victim is completely and permanently blind; thereafter, only a *cure blindness* or *heal* spell will restore sight.

Habitat/Society: Ebon tigers are solitary hunters that roam the Prime Material, Ethereal, and other inner planes. Ebon tigers prefer thickly overgrown places where trees and shrubs provide shadowy conditions even during daylight.

Ebon tigers are by reputation very territorial, bad tempered, and ruthlessly vicious. This reputation is not entirely deserved. Wild ebon tigers tend to be shy and reclusive, attacking only when hungry or threatened. Being shy, however, they are quite likely to regard any intrusion as a threat.

It is not clear where ebon tigers originated. It is possible that they first came from a gloomy Deep Ethereal demiplane; it is equally possible that they owe their existence to ancient magical experiments made by an unknown priest or wizard.

Rakasta priests often use ebon tigers as guards to protect important places or treasures. Their stealth and utter fearlessness as guard beasts has gone a long way toward establishing the ebon tiger's reputation as a heartless killer.

Ecology: Ebon tigers do not appear to require water or sleep. They spend their lives endlessly prowling. They require freshly killed meat from time to time but can go for months without eating. They prefer to kill their food themselves and consume every last scrap, even the bones. Captive ebon tigers, however, will accept fresh meat from their keepers. Ebon tigers fed in this manner need food about every six weeks.

In spite of their possibly artificial origins, ebon tigers are a viable species. Their annual mating season is about six weeks long. During this time, they ignore their normal hunting territories as males and females seek each other out. After a brief mating, the pair splits and the female gives birth to 1d3 cubs 10 to 12 weeks later. The mother protects the cubs for two years while they grow to about half their adult size and learn to stalk and hunt. The cubs split up to pursue their own lives when the mother leaves them.

Ebon tiger fat, what little of it there is, sometimes is used to make *oil of etherealness*. Some mages also suggest the breath of the ebon tiger can be used for *oil of etherealness*.

Topi

CLIMATE/TERRAIN:	Tropical or subtropical jungle, ruins, subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (claw)/1d6 (claw)
SPECIAL ATTACKS:	Poison, leap
SPECIAL DEFENSES:	Immune to some spells
MAGIC RESISTANCE:	Nil
SIZE:	T (2′ tall)
MORALE:	Average (10) or fearless (20)
XP VALUE:	270

Topis are tiny undead humanoid creatures similar to zombies. Before these creatures are animated, however, the corpses are shrunk until they are only 2 feet tall. The process gives them dark, wrinkled, leathery skin. Their eyes are wide and bulging, and their lips are usually curled back, freezing their faces into permanent toothy grimaces (occasionally, however, the lips are sewn shut).

Like zombies, topis usually are clad in the tattered remains of whatever clothing they were wearing when they died. Unlike zombies, topis do not have a rotting stench, as the shrinking process also preserves their flesh.

Topis cannot speak but often hiss, snarl, grunt, or gnash their teeth when attacking.

Combat: Topis are much more agile than normal zombies, and they roll for initiative in the usual manner. They can leap up to 6 feet in combat, vertically or horizontally.

Topis are intelligent and can follow fairly complex instructions. If left to their own devices, they try to use their leaping ability to disorient their foes. Their favorite tactics include surrounding foes by leaping upward onto roofs or overhanging branches, than dropping back down to attack from behind.

Like most undead, topis are immune to *sleep, charm,* and *hold* spells, death magic, poisons, and cold-based attacks. They can be turned as wights. A vial of holy water inflicts 2d4 points of damage when it strikes a topi.

Blunt weapons inflict only half-damage on a topi, but if the wielder is human-sized (size M) or larger the topi is knocked off balance and loses any attacks or unfinished actions during the remainder of the round. In addition, the topi suffers a +5 penalty to its initiative roll for the next round.

A topi's claws carry a debilitative venom. Creatures struck by a claw must roll a saving throw vs. poison. If the saving throw fails, the victim suffers a general unease and slowing of the metabolism which begins the next round and lasts for 1d2 turns. A *slow poison* spell, applied in the round of the injury or the first round of the effect, delays the venom's effects for the duration of the spell; *slow poison* applied later is ineffective. A *neutralize poison* or *heal* spell, or *Keoghtom's ointment,* curtails the venom's effects.

The effect of the poison is similar to that of a *slow* spell. The victim moves and attacks at half the normal rate. He or she also suffers a +4 penalty to Armor Class, an attack penalty of –4, an initiative penalty of +2, and the loss of all combat bonuses due to Dexterity. Note that this is a nonmagical effect and as such cannot be negated by items such as a *ring of free action.*

Once ordered into combat, a topi never checks morale. It attacks until it is destroyed, turned, or ordered to retreat by the spellcaster who animated it.

Habitat/Society: Like zombies, topis exist only to serve the spellcaster who animated them. Their intelligence and evil nature make them prone to malice, however, and it is unwise to trust them with anything delicate or overly complex.

Topis are usually found guarding tribal burial grounds or temples. Some witch doctors and shamans also employ them as servants, scouts, and bodyguards.

Ecology: Topis are unnatural creatures who have no ecological role except as a consequence of their orders. They can, for example, be ordered to gather food or hunt small game. Unless ordered otherwise, a topi left on its own will gleefully maim and kill anything it can catch. Topis do not require food or water, killing only for pleasure or to obey orders.

The dead body of any humanoid creature can be made into a topi. Only a few tribal spell casters know how to shrink the corpses, however. The few travelers who have observed the process and have been lucky enough to return to tell the tale report that the corpse is boiled for several days in a mixture of water, herbs, and animal organs, then dried in the sun and animated, presumably with a variant *animate dead* spell.

	Tortle	Snapper
Climate/Terrain:	Non-arctic swamp, forest, beaches	Non-arctic ocean, coasts
Frequency:	Rare	Rare
Organization:	Solitary or clan	Pack
Activity Cycle:	Day	Day
Diet:	Omnivore	Carnivore
Intelligence:	Average (8–10)	Average (8–10)
Treasure:	E	U
Alignment:	Lawful good	Lawful evil
No. Appearing:	1d6	1d20
Armor Class:	3 or –1	5
Movement:	3, Sw 3	3, Sw 18
Hit Dice:	4	3
THAC0:	17	17
No. of Attacks:	3 or 2	3 or 2
Damage/Attack:	1d4 (claw)/1d4 (claw)/1d6 (bite) or 1d6 (bite)/ by weapon	1d6 (claw)/ 1d6 (claw)/ 2d4 (bite) or 2d4 (bite)/ by weapon
Special Attacks:	Nil	Nil
Special Defenses:	Shell	Nil
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6'+ tall)
Morale:	Elite (14)	Steady (11)
XP Value:	175	120

Tortles are land-dwelling, humanoid tortoises. They walk upright but with a ponderous, rolling gait. They have leathery, reptilian skin and massive shells that cover most of their bodies. Only their heads and limbs stick out of their shells.

Tortles usually have olive-green or blue-green skin. Their back shells are shinier and darker than their skin, and their front shells tend to be lighter, often with a touch of yellow. Tortles rarely wear clothing, except for belts and harnesses for carrying tools and supplies.

An adult tortle stands about 6 feet tall; because of the heavy shell, an adult tortle weighs close to 500 pounds.

Combat: Tortles do not wear armor, but they can retreat into their shells for protection. When fully withdrawn inside its shell, a tortle cannot move or attack, but its Armor Class drops to –1. In addition, the tortle gains a +4 bonus to all saving throws, even vs. mental attacks, as the tortle not only receives the full benefit of its massive shell but also marshals all its inner strength for defense. A withdrawn tortle can hear and smell, but it cannot see and is immune to gaze attacks.

An unarmed tortle uses its claws and horny beak in combat. When prepared for battle, tortles arm themselves with some sort of missile weapon, usually a short bow or light crossbow, and a pole arm or two-handed sword. In melee, an armed tortle can strike with its weapon and bite.

In battle, one or more tortles often engage the enemy in melee, then retreat into their shells while their comrades appear from hiding and pepper the enemy with arrows.

Tortles are clumsy swimmers; they simply float on the surface and paddle with their limbs. They can, however, hold their breath underwater for 10 turns. Their natural flotation usually allows them to slither through mud, bogs, and quicksand with ease.

Habitat/Society: Tortles prefer a warm climate; they have little tolerance for cold, and tortles living in temperate areas migrate to warmer lands when winter draws near.

Most tortles live alone in small cabins or farmsteads; however, they keep in close contact with all their tortle neighbors. A tortle depends on its neighbors for defense, help in erecting and repairing buildings, and harvesting crops. Every tortle dwelling has an alarm gong or horn. Tortles are tolerant of neighboring humans, elves, or halflings but tend to keep to themselves.

Tortles are too bulky to use mounts but do use wagons and draft animals to travel rapidly.

Ecology: Tortles live 40 to 50 years. The females lay eggs only once during their lives. About six months before egg laying, the females gather in stone-walled compounds. There they meet aging males and other members of the tortle community. While the females lay their eggs, the other tortles wall off the compounds. The females die soon after laying their eggs. Aging males watch over the eggs and do not eat or sleep until they hatch. These guardians die soon after the young tortles emerge. The remaining tortles gather up the young and return home to raise them.

Snapper

Snappers are marine nomads related to tortles. They look much like tortles except that they are much broader and more massive. Adult snappers are slightly taller than 6 feet and can weigh as much as 1,000 pounds, though specimens typically weigh no more than 700 pounds. Snappers are adapted for swimming; their shells are streamlined and their hands and feet are webbed.

Snappers cannot retreat into their streamlined shells. On land they are just as clumsy as tortles, but in water they are very agile. Armed snappers favor nets, tridents, and spears. Like tortles, they can bite while fighting with a weapon.

Snappers roam warm ocean waters seeking prey. Despite their lawful alignment, they have no recognized leaders but form small groups governed by mutual consent.

Vampire, Velya

CLIMATE/TERRAIN:	Ocean or swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average to Very (10–12)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Sw 12 or as animal
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1 or as animal
DAMAGE/ATTACK:	1d8 (touch) or as animal
SPECIAL ATTACKS:	Energy drain, charm, shapechange
SPECIAL DEFENSES:	Regeneration, immune to normal weapons and some spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ tall)
MORALE:	Fanatic (18)
XP VALUE:	5,000

Velya are a form of underwater vampire. They were once surface dwellers who became undead through an ancient curse. In its natural form, a velya looks like a blue-skinned human with gills and clawed hands and feet. Velya in human form are comely but have a feral appearance, with wild eyes, tangled hair, and tattered, shroudlike clothing.

Combat: At will, velya can assume the form of a great white shark, a manta ray, or a current of water. Each change takes one round. The velya's Armor Class, hit points, THAC0, saving throws, and morale remain unchanged. In shark or manta ray form, the velya moves and attacks like the animal (with a swimming rate of 24 as a shark, or 18 as a manta ray). In watery form, a velya has a swimming rate of 18 but cannot attack or suffer damage; while some spells might affect the velya's watery form, none can inflict damage.

Velya in human form swim at a rate of 12 and can deliver a touch attack that inflicts 1d8 points of damage and drains one energy level. A velya is usually accompanied by 1d6 marine wights (with a land movement rate of 12 and a swimming rate of 9). A velya can summon 3d6 common sharks (with 3 to 6 HD each), which arrive in 1d4 rounds.

Velya in human form can sing. A velya's song can be heard up to a mile away and can *charm* any living creature within 200 feet who fails a saving throw vs. spell. If the saving throw succeeds, the target is immune to that particular velya's song for 24 hours. The charm can be dispelled (as if it were a spell cast at 12th level), but such a victim remains susceptible to the song and can easily be charmed again until he or she makes a successful saving throw.

Characters slain by a velya return from death after three days and become wights under the velya's control. Only a transfusion of the velya's blood or the original curse, now forgotten, can make a velya.

Velya are immune to *sleep, charm,* and *hold* spells. Cold or electricity inflicts only half damage on them, and they are immune to nonmagical weapons. If damaged, a velya regenerates 2 hit points a round. During the day, a velya must rest in a submerged, lightless crypt. Velya crypts usually are ancient burial chambers hidden within sunken cities, but any enclosed, utterly dark space will serve. If a *bless* spell is cast on the crypt and a holy symbol is left in it, a velya can never rest there again, even if the holy symbol is later removed.

If a velya is reduced to 0 hit points or fewer, it automatically assumes its watery form and returns to its crypt, where it must rest a full day. Most velya maintain several locations, usually within cave complexes or wrecked ships, that they can use as crypts if the need arises. If a velya fails to rest in its crypt, it suffers 2d8 points of damage each day. These points cannot be regenerated until the velya rests in its crypt for a full day.

A velya can be destroyed by exposing its whole body to open air, by driving a wooden stake through its heart while it lies in its crypt, or by *disintegration*.

A velya cannot approach within 10 feet of a strongly presented holy symbol, although it can attack from another direction. Velya cannot leave the water; those who do completely disintegrate after 1d4 rounds. The velya suffers no ill effects, however, so long as the least part of its body stays submerged. If the velya returns to the water before it disintegrates, it still loses half of its original hit points.

Habitat/Society: Velya are solitary creatures who prey mercilessly on the living. They are usually found in ancient cities which have sunk beneath the waves.

Ecology: Like vampires, velya sustain themselves with blood drawn from living victims.

Swamp Velya
This form of velya is found in marshes, fens, and bogs. Its nonhuman forms include an albino crocodile (movement rate 6, swimming rate 12), a giant white eel (swimming rate 9), or a water current (swimming rate 18). Swamp velya can summon 3d6 normal crocodiles, which arrive in 1d4 rounds. Swamp velya are otherwise identical to ocean velya.

White Fang

Climate/Terrain:	Arctic
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2–4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d3
Armor Class:	4
Movement:	18, Br 9, Sw 12
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	2d6 (bite)/2d6 (tail lash)
Special Attacks:	Poison
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	H (15'–20' long)
Morale:	Champion (16)
XP Value:	975

These carnivorous snow serpents are distantly related to white dragons, though they have no wings or legs. Their bodies are covered with soft white fur, except for their heads, which are encased in scalelike plates of white ivory.

Combat: A white fang can control the surface temperature of its body so as to be nearly undetectable to infravision. There is only a 20% chance that infravision will reveal a white fang even if the viewer is searching for the creature or looking directly at it. Furthermore, the creature's white fur serves as excellent camouflage when the snow serpent is in its native environment. When a white fang attacks from hiding, its opponents suffer a –4 penalty to their surprise rolls.

Although they can move well over open ground, white fangs prefer to move unseen and attack from concealment. They can easily burrow through snow and can tunnel through ice at a rate of 6. They have keen infravision with a range of 120 feet and can sense heat and vibration from prey as far away as 120 feet or through as much as 30 feet of solid ice.

A white fang attacks by biting with its needle-sharp fangs and by slapping with its flattened tail. The fangs carry a deadly venom. When bitten, a creature must make a successful saving throw vs. poison or immediately become chilled to the bone and rigidly paralyzed. During the next round, the victim's blood literally begins to freeze. The victim's skin turns blue and he or she suffers 1d8 points of damage each round until death occurs or the venom is neutralized. A *neutralize poison* spell or similar magic removes the paralysis, stops further damage, and restores the victim's color but does not cure any damage already received. A *remove paralysis* spell frees the victim from the paralysis but does not halt the damage or restore the victim's color.

Even if the saving throw vs. poison is successful, the victim still feels chilly and numb, suffering a –2 penalty to Strength and Dexterity for 2d6 rounds. Characters with extraordinary Strength lose 20% of the percentile score; if the score drops below 01, the character's Strength drops to 17. Further bites extend the duration of the ability score loss but do not cause the scores to drop lower.

Habitat/Society: White fangs are equally at home in the depths of icy caverns, in the freezing waters of arctic seas, or in the windswept, snowbound wilderness. They have no social organization, not even family ties, but a few of them might live fairly close together if the hunting is good. If food is scarce, the white fangs in an area instinctively draw apart; they do not waste energy by fighting among themselves for territory.

Ecology: White fangs hunt all manner of warm-blooded prey. Ocean-dwelling specimens hunt primarily sea mammals, but they aren't adverse to attacking the occasional unwary hunter or fisherman. Land-dwelling white fangs prey on just about any large creature that comes within their range. It is not uncommon for white fangs to move between the sea, floating ice, and dry land—white fangs go where their prey waits.

Once every five years or so, large numbers of white fangs gather in large ice caverns to mate. Each gathering lasts about a month. Afterward, the pregnant females go forth on their own and seek some isolated locale in which to bear their young. Usually, the female makes a burrow in a snowdrift or glacier, but a lonely spot on the sea floor will do just as well. Six months after mating, the female gives birth to 2d12 live young, each about 4 feet long. The young white fangs have 2 Hit Dice; their bite and tail slap do no damage, but their venom is fully potent. The young mature in about 25 years.

An intact pelt from an adult white fang can fetch as much as 500 gold pieces on the open market, and its ivory head plates can bring another 100 gold pieces. The pelt of a young white fang is worth about 4 gold pieces. A young white fang's ivory has no market value.

A white fang's venom quickly loses its potency if it is extracted from the creature. If the poison sacs are carefully removed and frozen, however, the venom is useful as an ingredient for a *potion of fire resistance.*

Worm

	Great Annelid	Caecillia	Fyrsnaca	Leviathan, Desert	Leviathan, Marine	Red Worm	Slime Worm
Climate/Terrain:	Subterranean	Any non-arctic	Subterranean	Desert	Ocean	Subterranean	Subterranean
Frequency:	Very rare	Rare	Very rare	Very rare	Very rare	Rare	Very rare
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary	Brood	Solitary
Activity Cycle:	Any	Any	Any	Any	Any	Any	Any
Diet:	Minerals	Carnivore	Minerals	Omnivore	Omnivore	Carnivore	Carnivore
Intelligence:	Non- (0)	Non- (0)	Low (5–7)	Non- (0)	Non- (0)	Animal (1)	Non- (0)
Treasure:	Nil	B	R	Nil	Nil	Q	D
Alignment:	Neutral	Neutral	Chaotic neutral	Neutral	Neutral	Chaotic neutral	Neutral
No. Appearing:	1	1	1d2	1	1	2d6	1
Armor Class:	7	6	5	2	4	7	5
Movement:	30, Br 24	6, Br 3	6, Br 3	Br 24	Sw 24	9, Br 3	6
Hit Dice:	25–50	6	10	60	70	2+2	10
THAC0:	3	15	11	1	1	19	11
No. of Attacks:	1	1	1	1	1	1	1
Damage/Attack:	3d6 (bite)	1d8 (bite)	1d8 (bite)	3d12 (bite)	4d10 (bite)	1d4 (bite)	2d6 (bite)
Special Attacks:	Swallow	Swallow	Fiery breath	Swallow	Swallow, whirlpool	Poison	Swallow
Special Defenses:	Immune to heat and pressure	Nil	Nil	See below	See below	Nil	Nil
Magic Resistance:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Size:	G (1,000'+ long)	G (30' long)	G (70' long)	G (500' long)	G (650' long)	L (10' long)	G (30' long)
Morale:	Champion (16)	Elite (13)	Elite (13)	Fearless (19)	Fanatic (18)	Champion (15)	Average (10)
XP Value:	16,000	650	2,000	20,000	25,000	650	2,000

Mystara is home to several types of crawling, invertebrate monsters that resemble great caterpillars or earthworms.

Great Annelid

These gargantuan worms are among the largest creatures in Mystara. Some can grow to be 2,000 feet long and 40 feet in diameter. These are exceptional specimens, however; most adults are 1,000 feet long and 25 feet in diameter.

A great annelid's skin looks like damp rock, usually grayish brown in color. The creature is segmented, just like an ordinary earthworm; the largest great annelids may have 600 segments or more. Its body is a long hollow tube, with both a digestive tract and a nerve cord running from head to tail. The funnel-like mouth is lined with three rows of sharp teeth.

Great annelids have an unsurpassed ability to tunnel. They can grind through solid rock almost as quickly as they can crawl. Though not carnivorous, they are quite mindless and their first reaction upon meeting anything is to try to eat it. A great annelid can easily swallow creatures of up to huge size (size H) whole if it rolls 5 or more above the unmodified attack score it needs to bite a creature of that Armor Class. In addition to normal bite damage, the victim is hurled 3d10 feet down the creature's gullet. Since the gullet is perpetually filled with grit and fragments of rock, a swallowed victim suffers 2d6+6 points of acid and abrasive damage each round until it escapes or the great annelid is killed (victims who are immune to acid damage suffer only 2d6 points of damage). Spellcasting is impossible within the gullet. A victim can attempt to cut his or her way out with a slashing (type S) weapon. The great annelid's internal Armor Class is 5; the victim must inflict 25 points of damage to the same area to cut a way out. The victim suffers a –4 penalty to attack rolls and a +4 penalty to initiative while within the gullet.

Great annelids are completely immune to all forms of heat and pressure—they simply cannot be burned or crushed.

One of the strangest and least understood of the great annelid's powers is its ability to attract and paralyze earth elementals. Great annelids are hermaphrodites. When they are ready to lay eggs, they send out a false signal that lures earth elementals, xorn, and similar creatures to them, perhaps by mimicking the presence of a large cache of gems or precious metals. When the creatures arrive, the great annelid attacks but does not swallow its prey; instead, its bite paralyzes any earth elemental or elemental-kin that fails a saving throw vs. paralyzation. Paralysis is permanent, and the great annelid then lays its eggs on the victim's body.

Great annelids constantly burrow though the depths of the earth. They can survive in any type of environment, including pools of molten lava, but avoid water. They are a special terror to earth elemental creatures. Miners such as dwarves and gnomes tend to have mixed emotions about great annelids. On one hand, their tunnels often provide useful avenues for exploring the bowels of the earth and searching out minerals. On the other hand, one great annelid in the wrong place can wipe out a promising vein of ore in minutes, and the creatures are hard to remove once they settle into an area.

Caecillia

These creatures lurk unseen in loose soil just below the surface and emerge only to attack prey. Their wormlike bodies are gray and featureless except for their huge, toothy maws.

A caecillia attacks whenever prey comes within reach. The initial attack should be treated as an ambush unless the victim has some reason to suspect an attack from below.

A caecillia can swallow victims of size large (L) or smaller if it

hits with an unadjusted attack roll of 19 or 20. Once inside, a victim suffers 1d8 points of damage each round until he or she escapes or the caecillia is killed. The victim can escape unaided only if he or she was holding a small piercing or slashing weapon when swallowed, as contractions in the caecillia's gullet prevent the victim from drawing a weapon. A caecillia has an internal Armor Class of 9; the victim must inflict 10 points of damage to cut a way out. The victim suffers the same combat penalties as do great annelid victims.

A caecillia's gullet can hold one large creature, two medium (human-sized) creatures, four small creatures, or eight tiny creatures. If a caecillia fills its gullet during a fight, it retreats into the soil to digest its meal.

Fyrsnaca

These fire-breathing worms are distantly related to purple worms; they are the adult form of red worms. Their skin is smooth and reddish purple, with lighter undersides. Their gaping maws glow cherry red, like hot metal, and are filled with wickedly sharp teeth.

Fyrsnaca are not meat eaters. Like great annelids, they consume rocks and minerals. They tend to be bad-tempered, however, and are prone to attack unless an intruder backs away quickly or bribes the creature with a gem or precious metal. Fyrsnaca have no language, but if communication can be established (through a *speak with monsters* spell or other means), a fyrsnaca might be persuaded to perform some service in return for an ample payment of gems or metal. Once every 1d3 rounds, a fyrsnaca can breathe a line of fire 5 feet wide and 50 feet long. The flames inflict 2d6 points of damage, but a successful saving throw vs. breath weapon halves the damage.

Periodically, a fyrsnaca's internal fires flare and the creature begins to heat up. This extra heat does not make its breath weapon more formidable, but it does cause the creature to eventually spawn 2d6 red worms by disgorging them through its mouth. Immediately after spawning, a fyrsnaca must immerse itself in water or burn up. Once submerged, the fyrsnaca remains dormant for 50 years while its fires subside. If disturbed, a dormant fyrsnaca rises up and attacks fearlessly (morale 20) but does not leave the water.

Leviathan

Leviathans are among the mightiest creatures living on the Prime Material Plane. Travelers who meet a leviathan seldom live to tell the tale. Desert leviathans have pale brown hides that match their sandy environments; they can grow to be 500 feet long and 40 feet wide. Marine leviathans are longer and sleeker than their desert cousins, reaching lengths of 650 feet. Desert leviathans are eyeless and blind, but marine leviathans have huge eyes adapted for the gloom of the depths.

Leviathans are sensitive to vibrations in sand or water and generally attack any sizable creature moving within a quarter mile of their location. When closing on its prey, a desert leviathan creates a ripple in the sand, like a huge ocean wave. A marine leviathan moving near the surface also creates a visible wave.

A leviathan attacks by simply engulfing a large volume of sand or water. A desert leviathan can take in a 30-foot cube of sand, a marine leviathan a 50-foot cube of water. Any creature within this area must make a successful saving throw vs. breath weapon (with a –4 penalty to the roll) or be swallowed. Immobile creatures (held, bound, sleeping, etc.) get no saving throw. Victims who fail the saving throw are sucked into the creature's maw, where they suffer bite damage (3d12 from a desert leviathan, 4d10 from a marine leviathan) and 4d12 points of damage from the creature's digestive tract; if the victim is resistant to acid, damage is reduced to 2d12.

As long as they are alive and mobile, swallowed victims can try to cut their way out with slashing (type S) weapons. A leviathan's internal Armor Class is 5, and the victims must inflict 50 points of damage to cut their way out. The victims suffer the same combat penalties as victims of great annelids. If a leviathan hasn't digested a swallowed creature within one turn, it expels the item before returning to the depths.

Leviathans are immune to poison and *disintegration* and take half damage from all attacks, including psionics and spells. They are immune to all spells, magical effects, and psionic abilities that do not inflict damage.

A marine leviathan can create a huge whirlpool by swimming in a great circle, head to tail, for three rounds. The resulting vortex is 100 feet wide at the top, 200 feet deep, and 50 feet wide at the bottom. Anything caught in it is drawn down to the waiting leviathan. The vortex lasts while the leviathan swims and for one round thereafter.

Red Worm

These grotesque worms are the larval form of the fyrsnaca; their red-hued skin is almost transparent, revealing the veins and organs within. They are voracious carnivores, always on the lookout for food.

Unlike fyrsnaca, red worms do not breathe fire. Their bite, however, is mildly venomous, and any creature bitten must make a successful saving throw vs. poison or take double damage from the bite. Red worms can detect prey by vibration and often burst out of solid rock to attack. This maneuver gives their opponents a –3 penalty to their surprise rolls.

Slime Worm

These giant worms are a pale, mottled gray. They excrete a sticky slime that coats their backs and sides. Small objects such as coins and other treasure stick to the slime, making the creature indistinguishable from a large pile of treasure.

When camouflaged, there is only a 15% chance that anyone will recognize a slime worm as anything but a pile of objects. If its victims are unaware of the slime worm, it attacks from ambush. On a successful unadjusted attack roll of 18 or better, slime worms can swallow creatures of up to large (L) size (an unmodified attack roll of 20 always indicates that the target has been swallowed). Once inside, a victim suffers 2d6 points of damage each round until he or she escapes or the slime worm is killed. The victim can escape unaided only if he or she was holding a small piercing or slashing weapon when swallowed. A slime worm has an internal Armor Class of 8 and the victim must inflict 10 points of damage to cut a way out. He or she suffers the same combat penalties as victims of great annelids.

A slime worm's gullet can hold one large creature, two human-sized creatures, four small creatures, or eight tiny creatures. If a slime worm fills its gullet during a fight, it continues to attack but cannot swallow additional victims.

Wyrd

	Lesser	Greater
Climate/Terrain:	Forest, ruins	Forest, ruins
Frequency:	Rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	Nil	Nil
Intelligence:	Low (5–7)	Average (8–10)
Treasure:	B	B
Alignment:	Chaotic evil	Chaotic evil
No. Appearing:	1d6	1d2
Armor Class:	4	0
Movement:	12	12, Fl 24 (B)
Hit Dice:	4	8
THAC0:	17	13
No. of Attacks:	2	2
Damage/Attack:	1d6 (sphere)/ 1d6 (sphere)	1d10 (sphere)/ 1d10 (sphere)
Special Attacks:	Nil	Paralysis, chill
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6' tall)
Morale:	Fearless (20)	Fearless (20)
XP Value:	420	5,000

Wyrds are undead creatures with strong connections to the Positive Energy Plane. They are created when an evil spirit inhabits the dead body of an elf.

Wyrds appear as immaterial figures clad in dark, hooded robes. A dark, skeletal face is faintly visible in the depths of the hood. A wyrd's feet appear to be booted; its hands have flesh but are thin and gnarled. A wyrd holds a small red or green sphere, about the size of a grapefruit, in the palm of each hand. The spheres glow faintly, like the last embers of a dying fire.

Combat: A lesser wyrd can create two glowing red spheres each round. It can use its spheres as hand-to-hand weapons, or it can hurl them (range 30/60/90), or it can use one sphere for hand-to-hand combat and throw the other. When a sphere strikes a target, it bursts with a small thunderclap and a flash of brilliant energy that inflicts 1d6 points of damage on the target creature (1d6+3 points of damage if the victim is an elf). When a sphere explodes, a replacement instantly appears in the wyrd's hand, but the wyrd can never create more than two spheres per round, even if affected by a *haste* spell.

Wyrds can be harmed only by silver or magical weapons. Being undead, they move silently and are immune to poison and to *sleep, charm,* and *hold* spells.

A wyrd can be turned as a wraith.

Wyrds prefer to attack from a distance, concentrating on elves and on any character capable of returning the attack. Creatures killed by a wyrd tend to be badly burned by the energy spheres but can be raised normally; they do not return from death as undead.

Habitat/Society: Wyrds can be found haunting caves, ruins, and forests. During daylight, a wyrd retreats into a dense thicket of undergrowth or into a lightless crypt or cave. Like most undead, wyrds loathe the living and relentlessly attack any creature they encounter. Forest-dwelling wyrds are a particular bane to good sylvan creatures such as unicorns and dryads, and these creatures do not hesitate to destroy a wyrd just as soon as they can muster enough force to do so. Elves, for obvious reasons, despise wyrds and try to see that they are destroyed as quickly as possible.

Ecology: Except for their propensity to kill, wyrds have no role in the ecology.

The process that creates wyrds is a mystery. It seems to be clear, however, that the spirit that animates a wyrd prefers to occupy elves who have died violently and been left unburied. Elves who have been abandoned by their fellow elves and left to die alone seem to be the most likely to become wyrds. Certain locales near places of ancient evil, such as ruined temples, battlefields where evil forces were once victorious, and scenes of great treachery also seem to be prone to produce wyrds.

Greater Wyrd

This more hideous variety of wyrd, created when an undead spirit occupies the body of an exceptionally high-level elf, is justifiably feared. Any creature viewing a greater wyrd must make a successful saving throw vs. spell or be stricken with a dreadful chill that causes a –3 penalty to all attack and damage rolls when fighting the wyrd (successful attacks always inflict at least 1 point of damage). The penalty remains in force until the greater wyrd is destroyed, until the next sunrise, or until the victim receives a *remove curse* spell from a caster of at least 9th level. The victim, however, is still vulnerable and must roll another saving throw if the greater wyrd appears again, whereas those who make successful saving throws when first confronting the wyrd are immune to the effect until the next sunset.

A greater wyrd's globes glow a sickly green. They explode for 1d10 points of damage when they hit, and the victim must make a successful saving throw vs. paralyzation or be paralyzed for 2d4 turns (elves suffer 1d10+5 points of damage from each globe but are immune to the paralyzation effect).

Greater wyrds are turned as ghosts.

Like the lesser wyrd, the greater wyrd can be hit only by magical or silver weapons and is immune to poison and to *sleep, charm,* and *hold* spells.

Yowler

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d4
ARMOR CLASS:	0
MOVEMENT:	15, Fl 27 (C)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 (bite)
SPECIAL ATTACKS:	Baying
SPECIAL DEFENSES:	Hit only by silver or magical weapons for minimal damage
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Fanatic (18)
XP VALUE:	1,400

Yowlers look like huge, well-muscled hounds. Their short fur is as dull and black as chimney soot. Though a yowler's overall appearance is canine, its expression can be decidedly human, and its wrinkled ears could easily be mistaken for stubby horns. A yowler's eyes glow an infernal red; its teeth are yellow and well-designed for tearing flesh from unfortunate victims.

Combat: A yowler's baying is a horrible sound, clearly audible at distances of up to a mile and carrying considerably farther under the right conditions. Creatures within 90 feet of a baying yowler must make a successful saving throw vs. spell or flee in panic until they can no longer hear the sound. If five or more yowlers bay at once, the saving throw is made with a –1 penalty, with the penalty increasing by 1 point for each additional yowler beyond the fifth (to a maximum of –10). Creatures who make a successful saving throw are immune to that particular pack's baying for the remainder of the encounter.

When a pack of yowlers attacks a group of foes, the yowlers begin their bay, hoping to cause their enemies to scatter in fear. If some opponents flee, the bulk of the pack use their flying abilities to chase down and gang up on one or two panicked targets while a few remain behind to distract nonpanicked opponents. As long as there is at least one panicked quarry, one or more yowlers will continue to bay rather than attack.

Panicked characters flee at top speed in a random direction, but they always move away from the baying. Fleeing characters do not defend themselves unless cornered. In that case, they fight normally but turn to flee again at the first opportunity. A fleeing character drops any items held 50% of the time. Magical *silence* blocks the effect, but the victim will flee in terror once again if the sound returns.

In melee, yowlers attack by biting for 2d4 points of damage. Their flying abilities enable them to dart in for swooping attacks while remaining out of their foes' reach most of the time.

Yowlers are harmed only by silver or magical weapons. These weapons inflict damage equal only to the weapon's magical bonus. For example, a *dagger +1* inflicts 1 point of damage, and a *two-handed sword +2* inflicts 2 points of damage. A silver weapon inflicts 1 point of damage. Damage bonuses due to the wielder's Strength or specialization do not apply.

Habitat/Society: Fortunately, yowlers inhabit only the most desolate wilderness. They often lair in dismal caves where they rest during the day. A yowler pack usually claims a territory of about 200 square miles. They tend to attack any warm-blooded creature that enters the territory and ferociously drive away other carnivores, including other yowlers, whenever they appear.

Tales are sometimes told of evil creatures using yowlers as hunting or guard beasts, but even yowler pups are stubborn, hostile, and nearly impossible to train. They cannot be truly domesticated and will run away or turn on their masters if given the slightest chance.

Yowler packs are loosely organized along the same lines as wolf packs, with one dominant, breeding pair and several junior members who act as expendable scouts, hunters, and fighters. The dominant members are frequently subjected to challenges from the junior members, and the loser in a dominance struggle is usually killed, though some manage to flee. Lone yowler encounters are usually with individuals that have escaped death after a dominance fight.

The dominant pair of yowlers aggressively defend their pups, and the additional pack members are responsible for bringing food to the pups and their mother. When a yowler pack grows too large to support itself in the available territory, several juniors will break off to establish a new territory and form a new pack.

Ecology: Yowlers can eat any type of meat, but demihuman flesh is their favorite. They will scavenge if necessary, but few edible creatures within their territories get the chance to die naturally.

Zombie, Lightning

	Lesser	Greater
Climate/Terrain:	Mountains	Mountains
Frequency:	Very rare	Very rare
Organization:	Solitary	Solitary
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Very (11–12)	Very (11–12)
Treasure:	Q	Q (×2)
Alignment:	Neutral	Chaotic evil
No. Appearing:	2d6	1
Armor Class:	8	6
Movement:	9	12
Hit Dice:	2	4
THAC0:	19	17
No. of Attacks:	1	2
Damage/Attack:	1d3 (fist) or by weapon	1d6 (fist)/ 1d6 (fist) or by weapon
Special Attacks:	Jolt (1d6)	Jolt (2d6)
Special Defenses:	Immune to some spells	Immune to some spells
Magic Resistance:	Nil	Nil
Size:	M (6' tall)	M (6' tall)
Morale:	Elite (13)	Elite (13)
XP Value:	270	420

Lightning zombies are undead creatures created when the bodies of dead humans, demihumans, or humanoids are bathed in exceptionally strong magical auras.

A lightning zombie looks just like a normal member of its race, except that its skin is a uniform light gray. Otherwise, they appear much as they did when alive; they can speak and are often hyperactive in their mannerisms. In darkness they give off a faint glow.

Lightning zombies have a flair for the dramatic. They prefer flashy clothing and jewelry, the more the better.

Combat: Since they are undead, lightning zombies are immune to *sleep, charm,* and *hold* spells, death magic, and poisons; they also are immune to electrical attacks. Lightning zombies have 60-foot infravision.

When attacking, lightning zombies roll for initiative normally. They can use a weapon or strike with one fist. In addition, all lightning zombies have a special attack. Their bodies carry a strong electrical charge, and an unarmed lightning zombie can grasp an opponent and deliver a jolt of electricity. To deliver the jolt, the lightning zombie must make a successful hand-to-hand attack and then hold on.

The grasp itself does no damage, but a lightning zombie's hold is very strong, and the victim must make a successful open doors roll to break it. Starting the round after it has taken hold, the lightning zombie can discharge its jolt each round, automatically inflicting 1d6 points of damage. A lightning zombie cannot take other combat actions while using its special attack; however, the zombie can release jolts indefinitely until it decides to let go or its hold is broken.

Lightning zombies are turned as normal zombies, but a successful attempt at turning does not cause them to flee or be destroyed. Instead, the lightning zombie is unable to come closer than 10 feet to the character doing the turning; if already closer than 10 feet, it retreats to that distance. This effect lasts one turn or until the turning character voluntarily breaks the effect by coming within 10 feet of the lightning zombie.

A vial of holy water inflicts 2d4 points of damage if it strikes a lightning zombie.

Habitat/Society: Lightning zombies retain no memories or class abilities from their former lives, as the spirits that inhabited them have already departed. Nevertheless, lightning zombies are faintly aware that they once had different identities; most of them remember "waking up" wearing strange clothes. They pick new names for themselves and set about trying to perform mighty deeds of combat and adventure so they can have something to boast about.

Ecology: Lightning zombies have no need to eat, drink, sleep, or eat. These qualities make them excellent guards. Unfortunately, they yearn for heroic adventure and soon get bored with most tasks. Unless they are destroyed they can live forever, as the magical energies that created them preserve their flesh.

Greater Lightning Zombie

These creatures are created when a powerful character or leader dies and the body is exposed to awesome magical energies. Any lesser lightning zombie created along with it is under the greater lightning zombie's control if it was subordinate to the greater lightning zombie in life. A greater lightning zombie usually has 2d6 lesser lightning zombies attending it.

Greater lightning zombies generally have a thirst for power and seek to extend their dominion over everything they see. They can attack with both fists, and their blows are more potent that a lesser lightning zombie's. Their electrical jolts inflict 2d6 points of damage.

Greater lightning zombies are turned as shadows. A vial of holy water inflicts 1d4+1 points of damage when it strikes a greater lightning zombie.

Find the appropriate table and roll 2d10:

Arctic (All Terrain)

2 Yowler
3 White fang
4 Dragon, white
5 Pudding, white
6 Frost salamander
7 Herd animal
8 Herd animal
9 Herd animal
10 Tribesman
11 Bear, polar
12 Dragonfly, white
13 Wolf
14 Giant, frost
15 Owl, giant/Eagle, giant[1]
16 Toad, ice
17 Tempest, arctic
18 Dragon, crystalline
19 Colddrake
20 DM special

Subarctic Desert

2 Yowler
3 Dragon, white
4 Pudding, white/Troll, ice
5 Adventurer
6 Troll
7 Wolf
8 Rat
9 Snake, poisonous
10 Tribesman
11 Nomad
12 Bandit
13 Hobgoblin/Thoul
14 Rakasta
15 Owl, giant/Eagle, giant[1]
16 Giant, frost
17 DM special
18 DM special
19 Dragon, crystalline
20 Leviathan, desert

Subarctic Mountains

2 Darkwing
3 Vampire
4 Dragon, red
5 Beholder
6 Bear, cave
7 Dragon, white/Dragon, crystalline
8 Bugbear
9 Giant, hephaeston/Giant, frost
10 Tribesman
11 Barbarian
12 Dwarf/Colddrake
13 Giant, athach/Giant, frost
14 Dwarf
15 Yeti
16 Owl, giant/Eagle, giant[1]
17 Troll
18 Ogre
19 DM special
20 DM special

Subarctic Plains

2 Dragon, white
3 Pudding, white
4 Giant, frost
5 Giant, frost
6 Aurumvorax
7 Herd animal
8 Herd animal
9 Herd animal
10 Tribesman
11 Nomad
12 Wolf
13 Dragonfly, white
14 Mammoth/Mastodon
15 Owl, giant/Eagle, giant[1]
16 Gnoll
17 Wolf, winter
18 DM special
19 DM special
20 Dragon, crystalline

Subarctic Marsh/Swamp

2 Yowler
3 Dragon, black/Dragon, onyx
4 Dragonfly, black
5 Dragonfly, white
6 Velya, swamp/Hangman tree
7 Sundew, giant
8 Wolf
9 Mammoth
10 Tribesman
11 Nomad
12 Ogre
13 Magpie
14 Catoblepas/Cryohydra
15 Waterdrake/Fundamental, water
16 Toad, ice
17 Troll, ice
18 Will o'wisp
19 Dragon, white
20 DM special

Temperate Plains

2 Coltpixy
3 Dragonfly, blue
4 Rakasta
5 Adventurer
6 Caecillia
7 Bandit
8 Hobgoblin/Thoul
9 Herd animal
10 Merchant
11 Barbarian
12 Grab grass
13 Orc
14 Owl, giant/Eagle, giant[1]
15 Lupin
16 Ant, giant
17 Archer bush
18 Vampire rose
19 Dragonfly, red
20 DM special

Subarctic Hills

2 Wolf, winter
3 Dragon, white
4 Adventurer
5 Tiger
6 Wolf, dire
7 Wolf
8 Bear, cave
9 Dragonfly, white
10 Tribesman
11 Nomad
12 Ogre
13 Giant, hill
14 Colddrake
15 Giant, hephaeston/Giant, frost
16 Crone of chaos
17 Surtaki
18 Bugbear
19 Dragon, crystalline
20 DM special

Subarctic Forest

2 Wyrd
3 Dragon, green
4 Imp, wood
5 Displacer beast/Blink dog
6 Lycanthrope, werebear
7 Lycanthrope, werewolf/Lupin
8 Chevall/Actaeon
9 Elf
10 Tribesman
11 Barbarian
12 Centaur
13 Giant, athach/Giant, hephaeston
14 Bear, brown
15 Boar, giant
16 Shargugh
17 Dragon, crystalline/Dragon, white
18 Lycanthrope, werefox
19 DM special
20 DM special

Temperate Hills

2 Rhagodessa
3 Surtaki
4 Dragon, ruby
5 Dragonfly, red
6 Displacer beast/Blink dog
7 Archer bush
8 Tribesman
9 Bear, brown
10 Kobold
11 Bugbear
12 Harpy
13 Giant, hill
14 Chimera
15 Wyvern
16 Earthdrake
17 Gnome
18 Darkwing
19 DM special
20 DM special

Mystara Encounter Tables

Find the appropriate table and roll 2d10:

Temperate Desert

2 Yowler
3 Dragon, blue
4 Dragonne
5 Dragonfly, blue/Sis'thik
6 Caecillia
7 Scorpion, giant
8 Salamander/Fundamental, fire
9 Toad, giant/Toad, fire
10 Tribesman
11 Nomad
12 Centipede, huge/Lion
13 Manticore/Mummy
14 Owl, giant/Eagle, giant[1]
15 Snake, giant constrictor
16 Flamedrake
17 DM special
18 Dragon, brown
19 Dragon, sapphire
20 Leviathan, desert

Temperate/Subtropical Marsh/Swamp

2 Annis/Ju-ju zombie
3 Dragon, black
4 Dragonfly, black
5 Catoblepas
6 Velya, swamp/Hangman tree
7 Sundew, giant
8 Wolf
9 Cayman/Gator man
10 Tribesman
11 Lizard man
12 Ogre
13 Magpie
14 Hydra
15 Waterdrake/Fundamental, water
16 Boobrie/Assassin bug
17 Toad, giant
18 Will o'wisp
19 Dragon, onyx
20 DM special

Temperate Forest

2 Wyrd
3 Dragon, green
4 Dragonfly, green
5 Aranea
6 Hsiao/Pegasus
7 Sundew, giant
8 Treant/Chevall
9 Centaur/Elf
10 Lizard, draco/Lizard, giant tuatara
11 Owl, giant/Eagle, giant[1]
12 Lycanthrope, werewolf
13 Archer bush
14 Bear, black
15 Bandit
16 Hangman tree/Quickwood
17 Owlbear
18 Vampire rose
19 Dragon, jade
20 DM special

Temperate Mountains

2 Dragon, crystalline
3 Dragon, red
4 Giant, athach
5 Harpy
6 Kobold
7 Airdrake
8 Giant, stone
9 Troll
10 Dwarf
11 Orc
12 Eagle, giant[1]
13 Griffon
14 Giant, hephaeston
15 Darkwing
16 Peryton
17 Rhagodessa
18 Yeti
19 Dragon, ruby
20 DM special

Subtropical Plains

2 Yowler
3 Coltpixy
4 Cayman
5 Caecillia
6 Bandit
7 Ogre
8 Adventurer
9 Herd animal
10 Herd animal
11 Gnoll
12 Tribesman
13 Grab grass
14 Archer bush
15 Vampire rose
16 Lion
17 Pegataur
18 Rakasta
19 Bulette
20 DM special

Subtropical Hills

2 Dragonfly, red
3 Dragon, blue
4 Dragon, brown
5 Earthdrake
6 Caecillia
7 Tiger, ebon
8 Harpy
9 Giant, hill
10 Tribesman
11 Gnome
12 Tiger
13 Orc
14 Halfling
15 Dervish/Nomad
16 Surtaki
17 Hydra
18 Hobgoblin
19 Thoul
20 DM special

Subtropical Desert

2 Fundamental, fire
3 Gynosphinx
4 Caecillia
5 Giant, fire
6 Manscorpion
7 Dragon, blue
8 Camel
9 Orc
10 Dervish/Nomad
11 Merchant
12 Djinni/Efreeti
13 Sis'thik
14 Scorpion, giant
15 Flamedrake
16 Dragon, sapphire/Dragonne
17 Androsphinx
18 DM special
19 DM special
20 Leviathan, desert

Subtropical Forest

2 Wyrd
3 Tortle
4 Wooddrake/Unicorn
5 Dragon, green/Dragon, jade
6 Dryad
7 Treant/Nymph
8 Choke creeper/Mantrap
9 Elf
10 Tribesman
11 Orc
12 Archer bush/Vampire rose
13 Chameleon man
14 Aranea
15 Dragonfly, green
16 Centipede, giant
17 Topi
18 Lycanthrope, weretiger
19 Rakasta
20 DM special

Subtropical Mountains

2 Dragon, brown
3 Dragon, red
4 Elemental, eolian
5 Giant, cloud
6 Geonid
7 Airdrake
8 Giant, stone
9 Eagle, giant[1]
10 Dwarf
11 Harpy
12 Griffon
13 Hippogriff
14 Orc
15 Darkwing
16 Peryton
17 Rhagodessa
18 Giant, athach
19 Dragon, ruby
20 DM special

Mystara Encounter Tables

Find the appropriate table and roll 2d10:

Tropical Plains

2 Yowler
3 Coltpixy
4 Cayman
5 Caecillia
6 Bandit
7 Ogre
8 Herex
9 Herd animal
10 Herd animal
11 Gnoll
12 Tribesman
13 Grab grass
14 Archer bush
15 Vampire rose
16 Lion
17 Hivebrood
18 Rakasta
19 Bulette
20 DM special

Tropical Hills

2 Dragonfly, red
3 Dragon, jade
4 Hivebrood
5 Earthdrake
6 Caecillia
7 Tiger, ebon
8 Harpy
9 Giant, hill
10 Tribesman
11 Gnome
12 Tiger
13 Orc
14 Halfling
15 Dervish/Nomad
16 Surtaki
17 Herex
18 Dragon, brown
19 Cayman
20 DM special

Tropical Desert

2 Fundamental, fire
3 Gynosphinx
4 Caecillia
5 Lizard, giant gecko
6 Manscorpion
7 Dragon, blue
8 Camel
9 Orc
10 Dervish/Nomad
11 Merchant
12 Djinni/Efreeti
13 Sis'thik
14 Scorpion, giant
15 Flamedrake
16 Dragon, sapphire/Dragonne
17 Androsphinx
18 Xytar
19 DM special
20 Leviathan, desert

Tropical Marsh/Swamp

2 Annis
3 Dragon, black
4 Dragonfly, black
5 Snakes, poisonous
6 Velya, swamp/Hangman tree
7 Amber lotus flower
8 Basilisk
9 Cayman/Gator man
10 Lizard man
11 Tribesman/Nomad
12 Ogre
13 Magpie
14 Hydra
15 Waterdrake/Fundamental, water
16 Beetle, giant water
17 Toad, giant poisonous
18 Will o'wisp
19 Dragon, onyx
20 DM special

Tropical Forest

2 Wyrd
3 Tortle
4 Wooddrake
5 Dragon, green/Dragon, jade
6 Phanaton
7 Snake, giant
8 Choke creeper/Mantrap
9 Herd animal/Jaguar
10 Tribesman
11 Orc
12 Piranha bird, greater/Decapus
13 Piranha bird, lesser/Herex
14 Dragonfly, green/Gyerian
15 Lizard, giant gecko
16 Lycanthrope, werejaguar
17 Aranea
18 Archer bush
19 Topi
20 DM special

Tropical Mountains

2 Pegataur
3 Chimera
4 Elemental, eolian
5 Giant, cloud
6 Dragon, red
7 Airdrake
8 Giant, stone
9 Eagle, giant
10 Dwarf
11 Harpy
12 Griffon
13 Hippogriff
14 Orc
15 Darkwing
16 Peryton
17 Rhagodessa
18 Giant, athach
19 Dragon, ruby
20 DM special

Cold Freshwater Surface

2 Saberclaw
3 Dragon, crystalline
4 Greenhag
5 Scrag
6 Depths encounter
7 Dragonfly, white
8 Nixie
9 Beaver
10 Pirate/Buccaneer
11 Merchant
12 Owl, giant/Eagle, giant[1]
13 Otter
14 Merrow
15 Naga, water
16 Will o'wisp
17 Fundamental, water
18 Waterdrake
19 Water weird
20 DM special

Cold Freshwater Depths

2 Saberclaw
3 Quipper
4 Vodyanoi
5 Morkoth/Giant, storm
6 Koalinth
7 Eel, giant
8 Crayfish, giant
9 Gar, giant/Pike, giant
10 Lacedon
11 Crab, giant/Dragon turtle
12 Kapoacinth
13 Catfish, giant
14 Nixie
15 Nereid/Sirine
16 Decapus, marine
17 Water weird
18 Elemental, water
19 White fang
20 DM special

Temperate Freshwater Surface

2 Saberclaw
3 Dragon, green
4 Greenhag
5 Scrag
6 Depths encounter
7 Lizard man
8 Nixie
9 Beaver
10 Pirate/Buccaneer
11 Merchant
12 Owl, giant/Eagle, giant[1]
13 Otter
14 Merrow
15 Naga, water
16 Will o'wisp
17 Fundamental, water
18 Waterdrake
19 Water weird
20 DM special

Mystara Encounter Tables

Find the appropriate table and roll 2d10:

Temperate Freshwater Depths

2 Saberclaw
3 Spider, giant water
4 Vodyanoi
5 Giant, storm/Dragon turtle
6 Koalinth
7 Eel, giant
8 Crayfish, giant
9 Gar, giant/Pike, giant
10 Nymph
11 Crab, giant
12 Nereid/Sirine
13 Catfish, giant
14 Nixie
15 Lacedon/Kapoacinth
16 Decapus, marine
17 Water weird
18 Elemental, water
19 Snake, giant constrictor
20 DM special

Warm Freshwater Surface

2 Saberclaw
3 Dragon, black
4 Greenhag
5 Scrag
6 Depths encounter
7 Lizard man
8 Nixie
9 Buccaneer
10 Pirate
11 Merchant
12 Cayman/Gator man
13 Crocodile
14 Merrow
15 Naga, water
16 Will o'wisp
17 Fundamental, water
18 Waterdrake
19 Water weird
20 DM special

Warm Freshwater Depths

2 Saberclaw
3 Spider, giant water
4 Vodyanoi
5 Giant, storm/Dragon turtle
6 Koalinth
7 Eel, giant
8 Crayfish, giant
9 Piranha
10 Nymph
11 Piranha, giant
12 Nereid/Sirine
13 Catfish, giant
14 Nixie
15 Lacedon/Kapoacinth
16 Decapus, marine
17 Water weird
18 Elemental, water
19 Snake, giant constrictor
20 DM Special

Cold Saltwater Surface

2 Whale, giant
3 Dragon, white
4 Sea hag
5 Scrag, marine/Nuckalavee
6 Shark
7 Depths encounter
8 Narwhal
9 Bear, polar
10 Whale, killer
11 Whale, common
12 Pirate/Merchant
13 Merman
14 Dolphin
15 Triton
16 Shark
17 Will o'wisp
18 Lycanthrope, seawolf
19 White fang
20 DM special

Cold Saltwater Depths

2 Leviathan, marine
3 Water elemental
4 Shark, giant
5 Triton
6 Shark
7 Lobster, giant
8 Decapus, marine
9 Morkoth/Giant, storm
10 Whale, killer
11 Whale, common
12 Merrow
13 Merman
14 Dolphin
15 Scrag, marine/Nuckalavee
16 Shark
17 Squid, giant
18 Lycanthrope, seawolf
19 White fang
20 DM special

Temperate Saltwater Surface

2 Whale, giant
3 Dragon turtle
4 Sea hag
5 Scrag, marine/Nuckalavee
6 Shark
7 Depths encounter
8 Kna/Lycanthrope, seawolf
9 Eel, giant
10 Whale, killer
11 Whale, common
12 Pirate
13 Merchant
14 Merman
15 Dolphin
16 Triton
17 Shark
18 Will o'wisp
19 Shark-kin
20 DM special

Temperate Saltwater Depths

2 Leviathan, marine
3 Elemental, water
4 Morkoth/Giant, storm
5 Scrag, marine/Nuckalavee
6 Shark, giant
7 Lobster, giant
8 Decapus, marine
9 Shark
10 Whale, killer
11 Whale, common
12 Dolphin
13 Merman
14 Merrow
15 Triton
16 Shark
17 Squid, giant
18 Lycanthrope, seawolf
19 Kraken
20 DM special

Tropical Saltwater Surface

2 Snapper
3 Dragon turtle
4 Sea hag
5 Scrag/Kopru
6 Depths encounter
7 Kna
8 Shark-kin
9 Jellyfish, giant
10 Pirate/Buccaneer
11 Merchant
12 Dolphin
13 Merman
14 Merrow
15 Triton/Velya
16 Will o'wisp
17 Fundamental, water
18 Waterdrake
19 Snapper
20 DM special

Tropical Saltwater Depths

2 Leviathan, marine
3 Elemental, water
4 Shark, giant
5 Scrag, marine
6 Shark
7 Manta ray
8 Decapus, marine/Ixitxachitl
9 Morkoth/Giant, storm
10 Whale, killer/Whale, common
11 Eel, marine/Eel, electric
12 Merrow/Dolphin
13 Merman
14 Squid, giant/Velya
15 Triton
16 Barracuda
17 Octopus, giant
18 Lycanthrope, seawolf
19 Kraken
20 DM special

Find the appropriate table and roll 2d10:

Ruins (day)

2 Crone of chaos
3 Mujina
4 Vampire rose/Grab grass
5 Stirge
6 Lycanthrope, wererat
7 Lycanthrope, werewolf
8 Magpie
9 Kobold
10 Orc/Nagpa
11 Hobgoblin
12 Goblin
13 Worm, slime
14 Tabi/Darkhood
15 Choker
16 Mek/Doppleganger
17 Statue, living[2]
18 Magen[2]
19 Gray philosopher
20 DM special

Ruins (night)

2 Crone of chaos
3 Mujina
4 Dragon, sapphire
5 Lycanthrope, werebat
6 Lycanthrope, wererat
7 Lycanthrope, werewolf
8 Pudding, black
9 Darkhood/Darkwing
10 Vampire/Bargda
11 Spectre/Dusanu
12 Wraith
13 Wight/Ghostly horde
14 Skeleton/Zombie
15 Ghoul/Agarat
16 Nagpa
17 Brain collector
18 Bhut
19 Gray philosopher
20 DM special

Inhabited/Patrolled

2 Vampire
3 Doppleganger
4 Bhut
5 Elf/Dwarf
6 Lycanthrope, wererat
7 Mandrake
8 Noble
9 Adventurer
10 Merchant
11 Patrol
12 Bandit/Brigand
13 Halfling
14 Lycanthrope, wereboar
15 Lycanthrope, werewolf
16 Mujina
17 Imp, garden
18 Spider, planar
19 DM special
20 DM special

Aerial

2 Ki-rin
3 Dragon, crystalline
4 Aerial servant/Airdrake
5 Thunderhead
6 Giant, cloud
7 Djinni/Elemental, air
8 Griffon/Hippogriff
9 Magpie, giant/Roc
10 Owl, giant/Eagle, giant[1]
11 Raven
12 Bat/Hawk[3]
13 Fundamental, air/Giant, storm
14 Pegasus
15 Manticore
16 Pegataur
17 Lycanthrope, werebat
18 Invisible stalker
19 Harpy
20 Blackball

Subterranean

2 Fyrsnaca
3 Giant, hephaeston
4 Choker/Rhagodessa
5 Carrion crawler
6 Geonid
7 Drow
8 Thoul/Troll
9 Kobold
10 Gnome
11 Orc
12 Lizard, rockhome
13 Umber hulk
14 Rock man/Scamille
15 Bargda
16 Worm, red
17 Ash crawler
18 Deep glaurant
19 Dusanu
20 Great annelid

DM Special, Arctic/Temperate

2 Zombie, lightning
3 Dragon, gold
4 Golem[2]
5 Nightshade[2]
6 Pseudodragon
7 Naga, guardian
8 Imp/Spider, planar
9 NPC, famous
10 Hazard[4]
11 Hazard[4]
12 Adventurer
13 Noble
14 Sollux/Efreeti
15 Bhut/Diabolus
16 Mujina
17 Rust monster
18 Spirit[2]
19 Ghostly horde
20 Horde

DM Special, Subtropical/Tropical

2 Zombie, lightning
3 Dragon, gold
4 Golem[2]
5 Nightshade[2]
6 Amber lotus flower
7 Naga, guardian
8 Imp/spider, planar
9 NPC, famous
10 Hazard[4]
11 Hazard[4]
12 Sollux/Efreeti
13 Gargantua
14 Naga, spirit
15 Titan
16 Rakshasa
17 Spirit[2]
18 Couatl
19 Ghostly horde
20 Horde

Notes

Two creatures listed together and separated by a slash each have an equal (50%) chance of appearing.

1. Giant owls are encountered only at night. Giant eagles are encountered only during the day.

2. The DM chooses the actual type of creature.

3. Bats are encountered only at night. Hawks are encountered only during the day.

4. A hazard is any potentially dangerous object or environmental condition; a few examples are given below.

Environmental hazards generally last 2d6 hours.

Icebergs: Slows movement, may damage or sink ships.
Blizzard: Reduces visibility, doubles chances for getting lost.
Thunderstorm: Exposed characters must make a successful saving throw vs. paralyzation each hour or be struck by lightning (damage 6d6).
Fog: Reduces visibility.
Quicksand: Check vs. Intelligence or begin to drown.
Gale: Ships check seaworthiness and are blown 10d10 miles off course.
Sandstorm: Exposed characters suffer 1d3 points of damage per hour.
Avalanche: Make a successful saving throw vs. breath weapon or suffer 3d6 points of damage and be buried. Buried characters check vs. Wisdom to free themselves.

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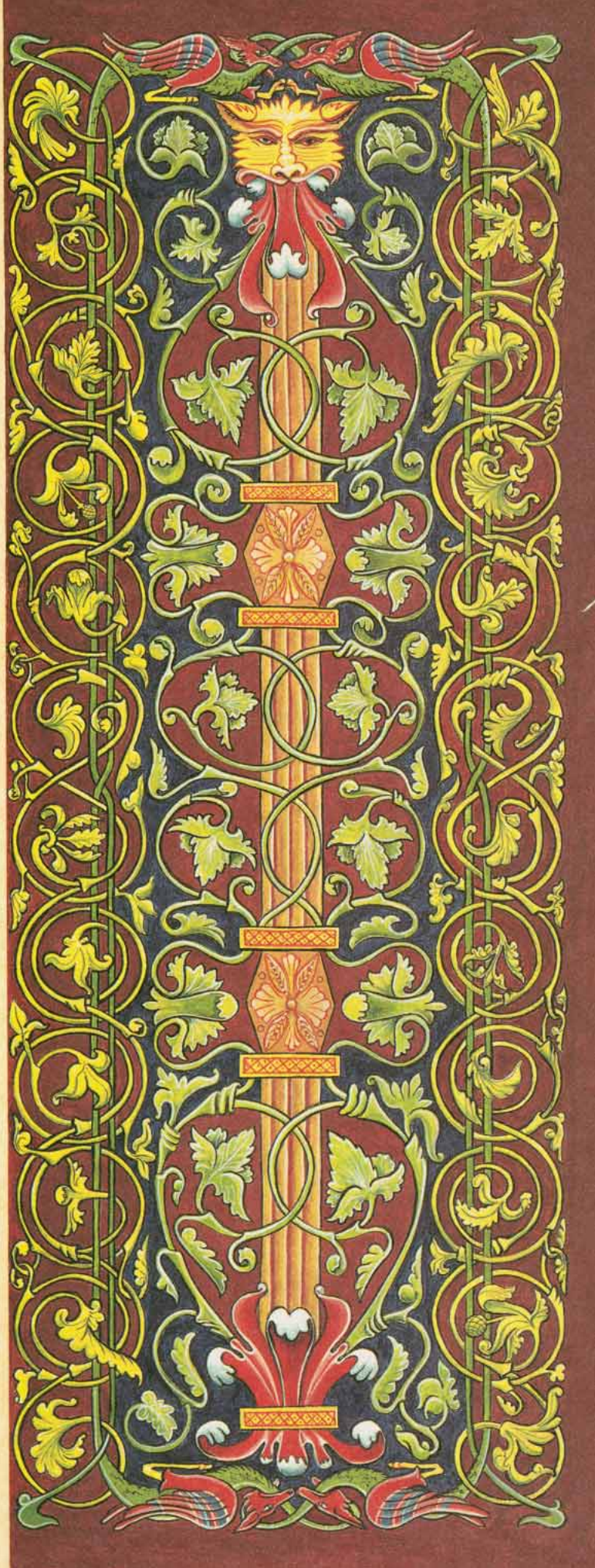

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